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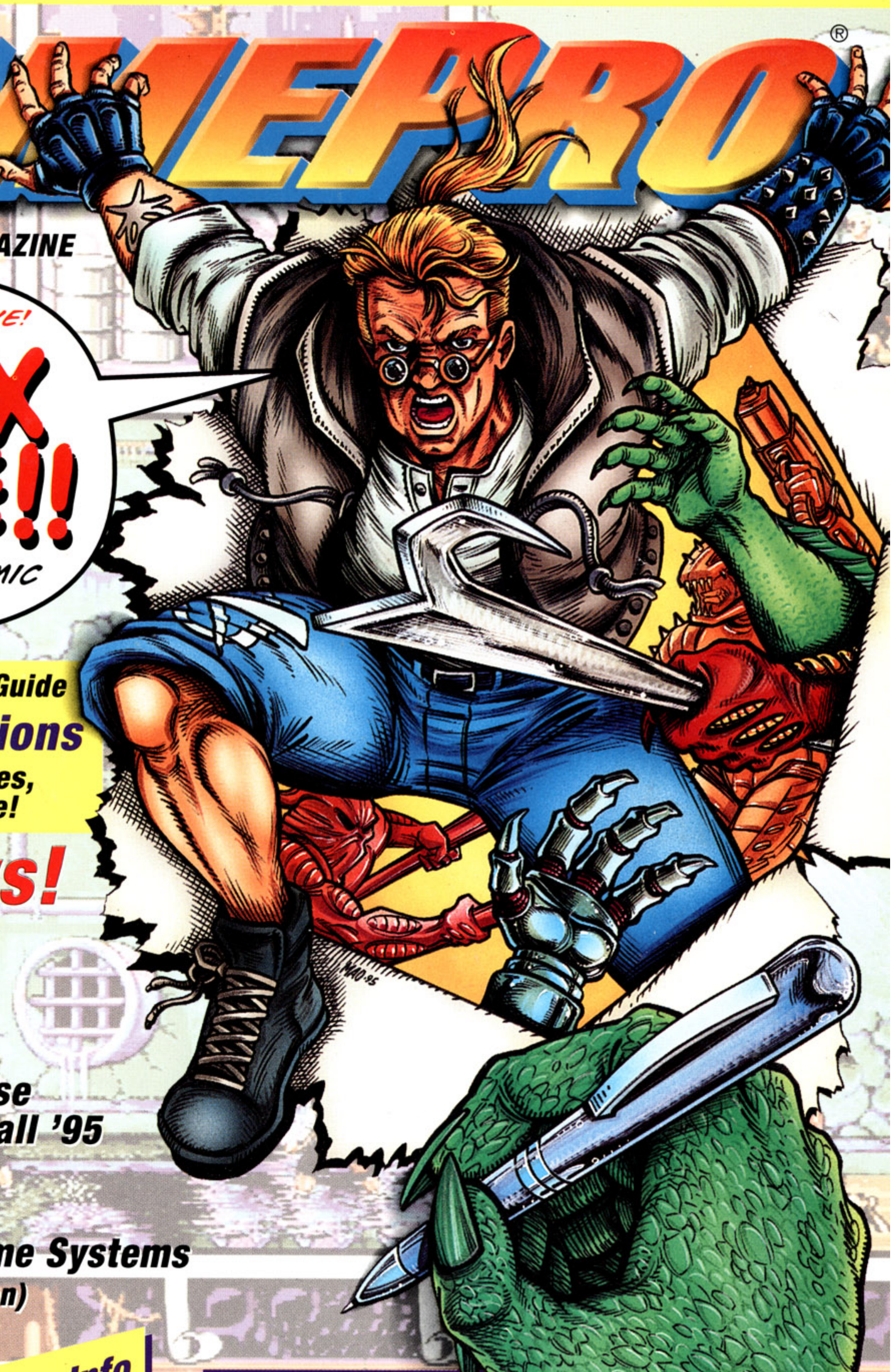

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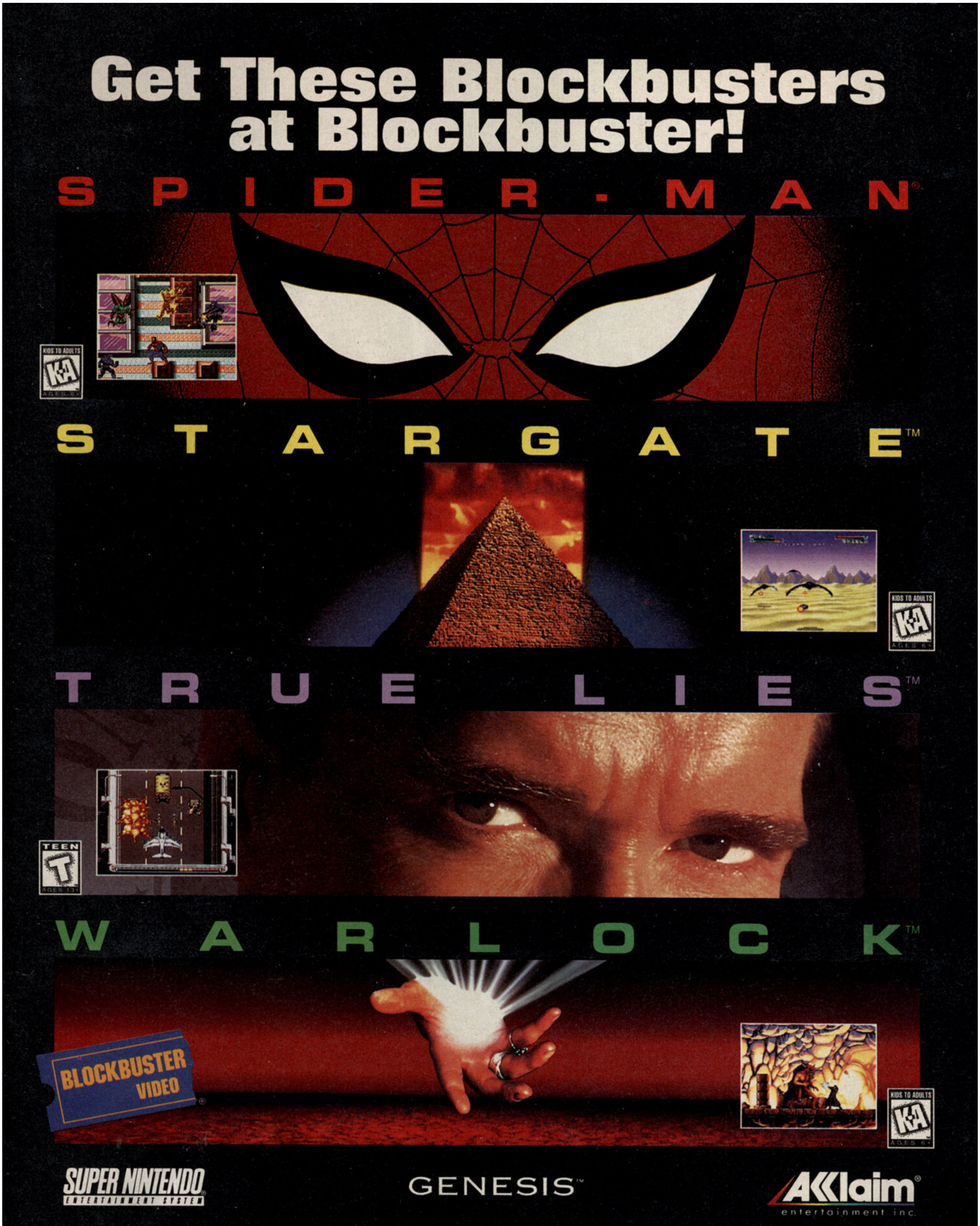
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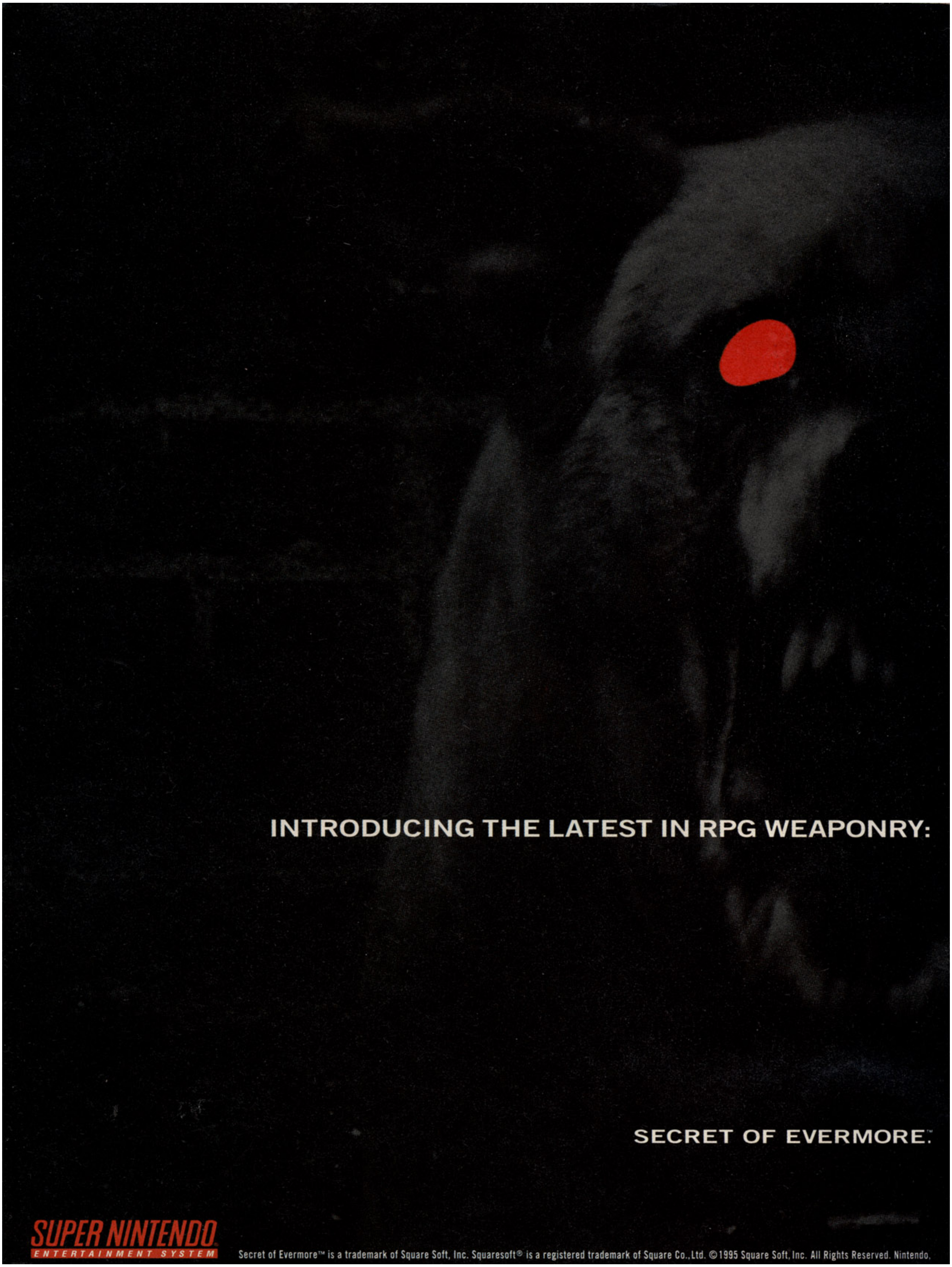
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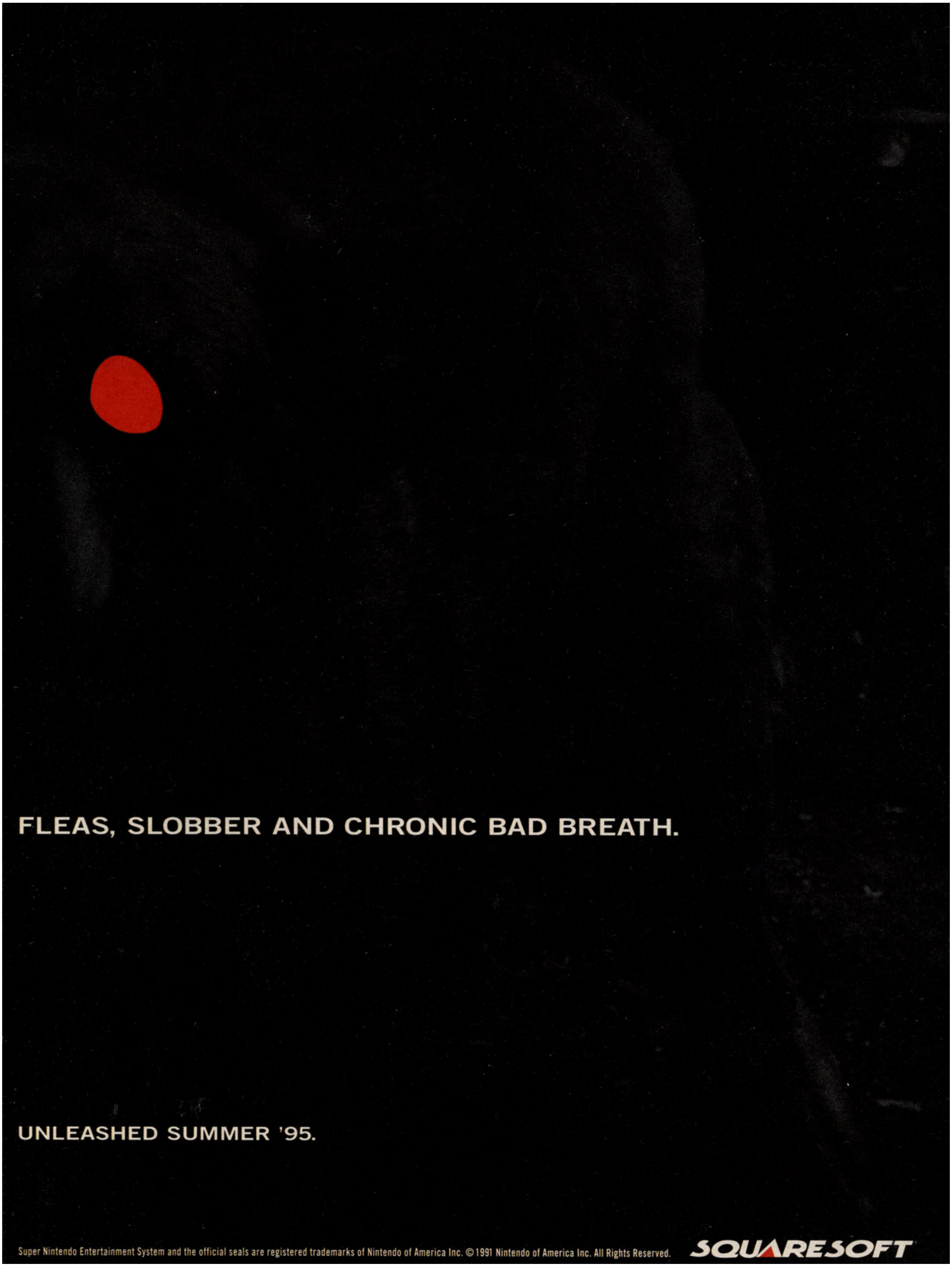
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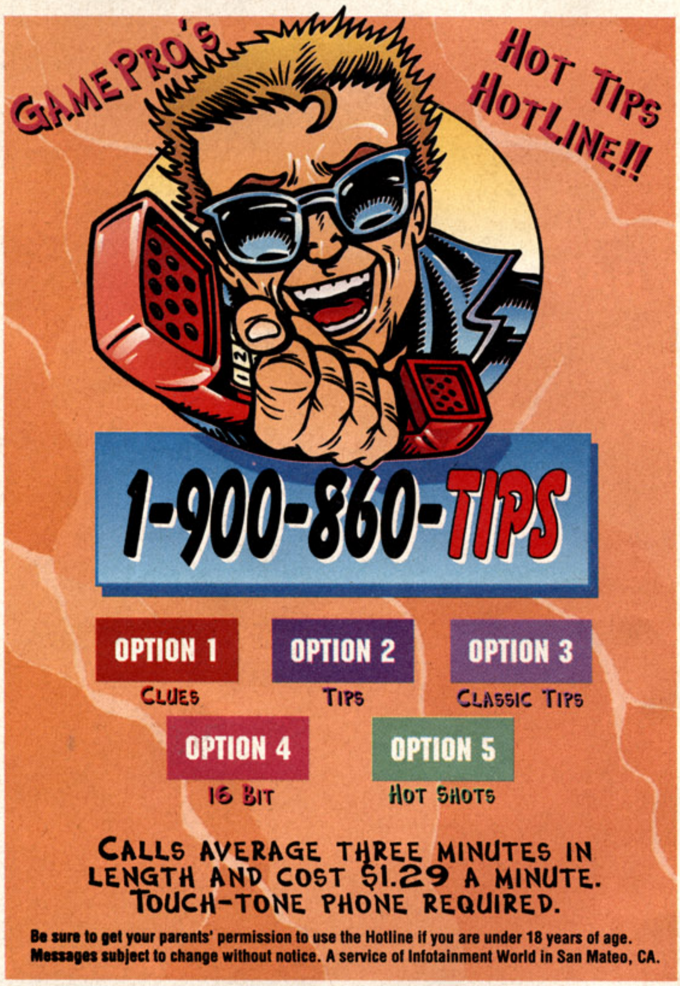

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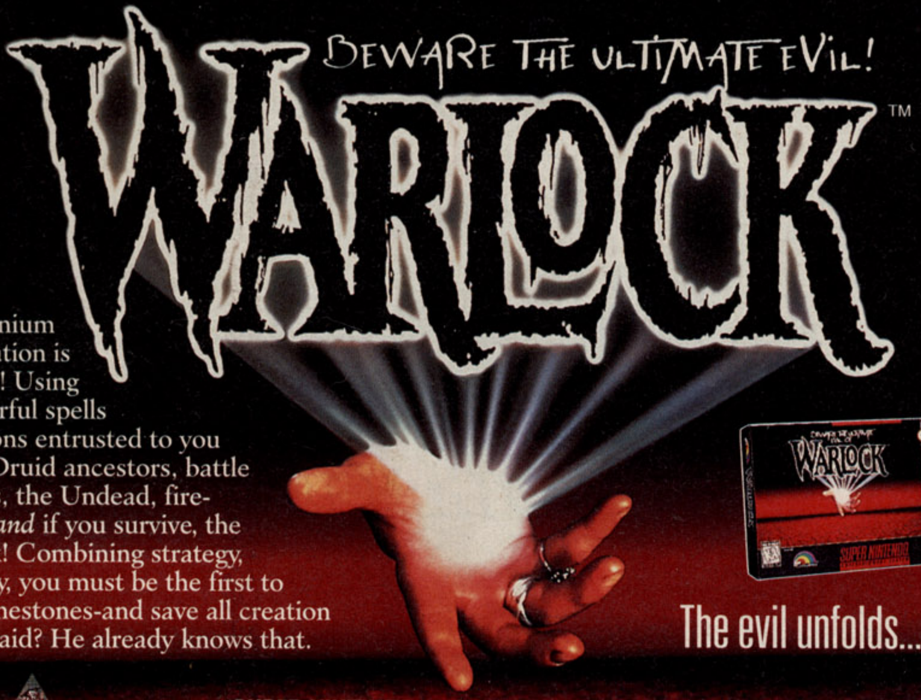

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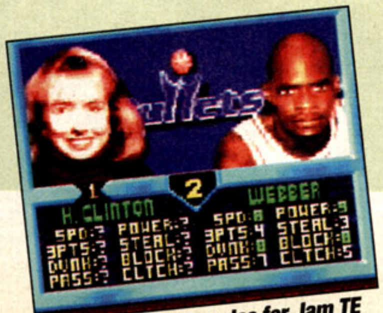

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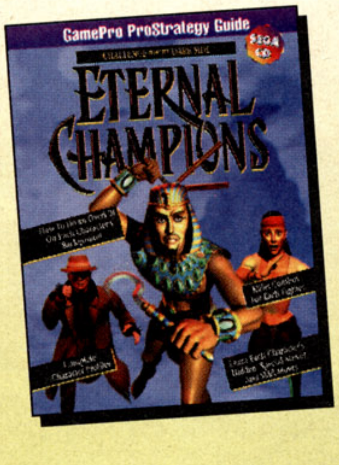

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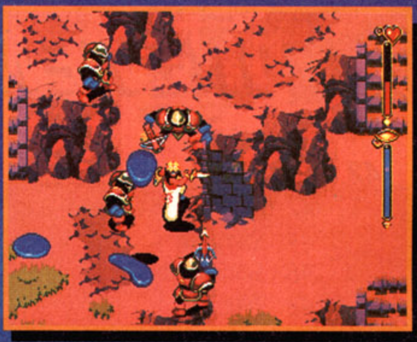

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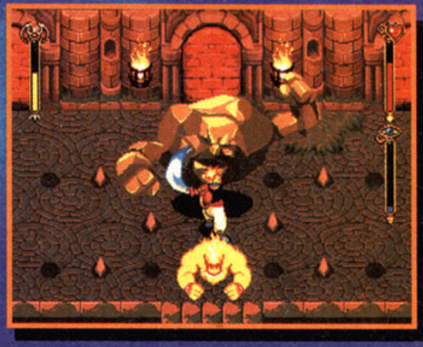

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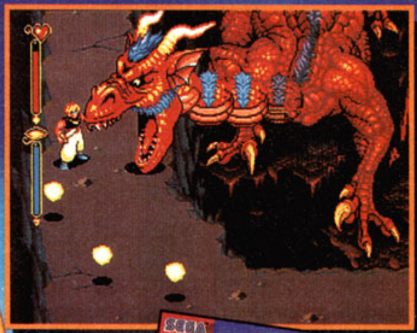

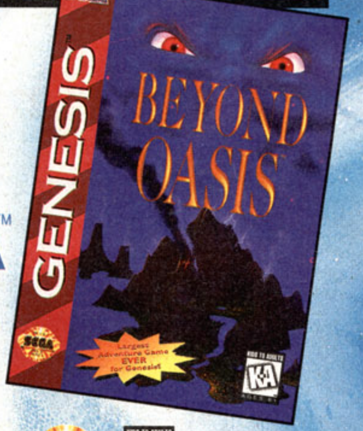
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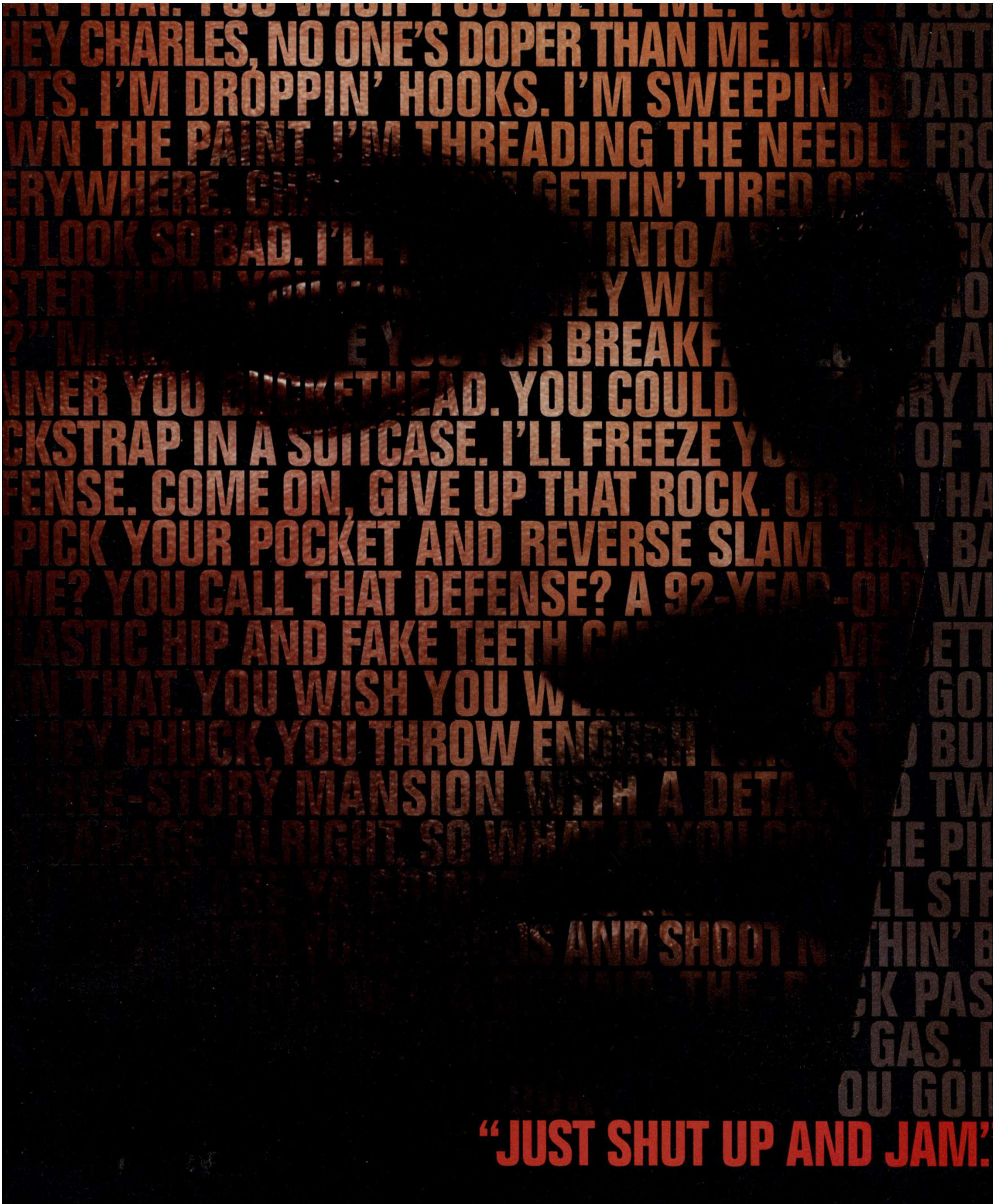
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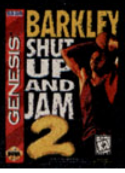
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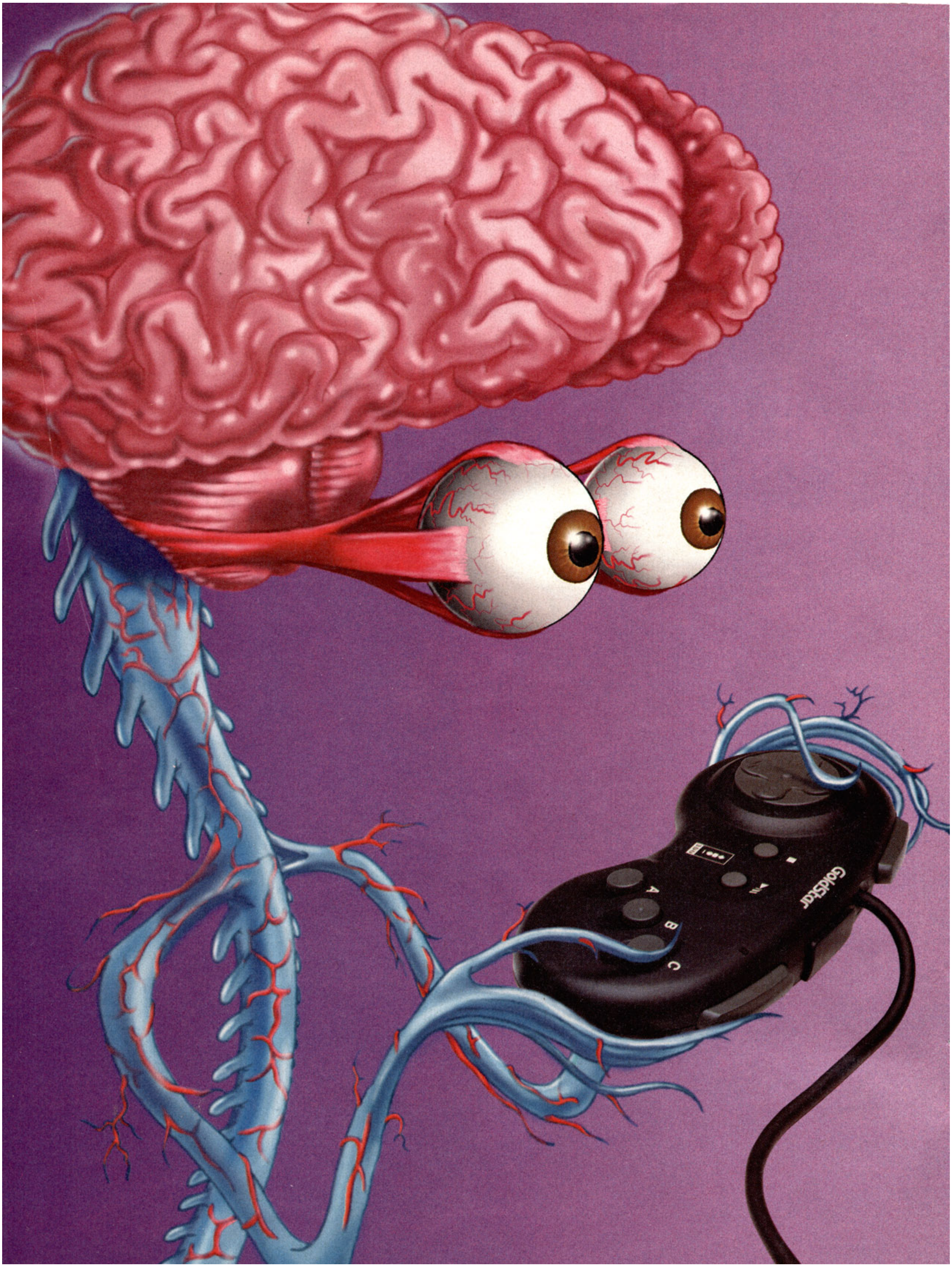
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The Internet started about 25 years ago as a linked network of computers around the globe that enabled scientists and researchers to share information. Recently opened to the public, the Internet now permits computer users across the world to exchange e-mail and share opinions in discussion forums called "bulletin boards." Commercial online networks, such as CompuServe and America Online, have also linked up, adding inexpensive Internet access to their offerings.

Savvy users can find hot new game tidbits online, from both other gamers and game companies. If you're hungry to hit the highway and are in need of a road map, be sure to read "Surf's Up! Online Video Game Information" in this issue. It's the first installment in a two-part series that shows you how and where to find video game info via online sources.

Once you're wired into the Net, drop us a line – we're speeding along the highway, too. We've established a number of e-mail addresses for incoming messages:

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We don't expect our online presence to be limited to just e-mail in the future. In fact, some *GamePro* editors can be found surfing the networks now and then. We'll keep you apprised of new developments as they happen. Until then, we'll see you on the highway!

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GamePro Readers Speak Out!

Fightin' Words

There's a lack of interesting characters in today's fighting games. Most games have someone who looks suspiciously like Ryu, ninjas are a dime a dozen, and there's usually one woman who's not very strong but compensates with lightning speed. The story lines are also bland and overused: How many times have we heard about some mean guy who calls upon the fighters from around the world to fight to see who's best? Unless designers begin to expand the personality of these games, the genre is doomed to collapse.

Ingmar Freske
Bellingham, WA

Here's a fan of fighting games: 17-year-old Andrew Hepburn of Miami, Florida. Andrew wonders when we gave out the MK II fatalities. Check our October '94 issue.

Cart Queries

Donkey Kong Country is great! Is there going to be a sequel?

Bryan Munch
Westlake, OH

The Unknown Gamer replies:

You bet! One of the biggest-selling games of the last few years will be followed by Donkey Kong Country 2. At the Consumer Electronics Show in Las Vegas, Nintendo announced it's working on the sequel for release late this year. And don't forget Donkey Kong Land for the Super Game Boy – it's a pseudosequel.

I enjoyed the awesome NES game Batman: Revenge of the Joker back in 1992. Later that year, you showed a preview of the SNES version. It should've come out two years ago, but I never saw it in stores. Did Sunsoft ever release it?

Cheyne Hirko
St. Augustine, FL

Batman and Joker battled on the Genesis, never the SNES.

Lawrence of Arcadia replies:

Sunsoft did release Batman: Revenge of the Joker on the Genesis in the spring of '93, but it never made it to the SNES. The game got ratings of all 3.0s in our May '93 issue.

R.I.P.

Will there ever be any more games for the NES? Everyone keeps talking about more megs and bigger systems, but we should all realize that more power doesn't equal better games. Some of the best games ever made were for the old 8-bit NES. So I hope Nintendo and other companies don't turn their backs on that great machine. After all, if it weren't for the NES, we never would've had the 16- or 32-bit systems.

Geri De Guzman
Manila, Philippines

Toxic Tommy replies:

Enjoy those memories, Geri, because the NES has gone the way of the TurboDuo, the Lynx, and the dodo bird. At the Winter CES, Nintendo announced that it had officially "retired" the NES, so no new games will be made for it.

Rental Requests

Are video game rentals going to be available for the 3DO and Jaguar? I'm interested in buying one of these systems, but I'm worried that I won't be able to rent games.

Matthew Stevenson
Sugar Land, TX

Tommy Glide replies:

Currently, rental games for these systems are available in very limited numbers. Blockbuster, the nation's largest rental chain, rents 3DO games in only 50 of its stores, and it doesn't rent Jaguar games at all. Some small, independent stores do rent Jag games; call Atari for dealer information: 800/462-8274.

If you want to see rentals in the major chain stores, direct your appeals to the 3DO and Atari companies themselves. With enough letters from gamers, they'll push to make those games available across the country. To reach Atari, write to Customer Service: Jaguar rentals, P.O. Box 61657, Sunnyvale, CA 94089. To reach 3DO: Customer Support, 600 Galveston Drive, Redwood City, CA 94063.

One postscript to this issue: Until rentals are available everywhere, you can check out 3DO games before buying them by purchasing 3DO's CD samplers. Each disc shows off about ten titles, with up to ten minutes of interactive gameplay for every title. The samplers cost around $5 and are available in stores or through 3DO Direct Sales: 800/335-3506.

Let's Get Technical

Are there any accessories or add-ons available for the 3DO system?

Lee Weeks
Winslow, ME

The Lab Rat replies:

We've checked out two 3DO peripherals lately – Innovation's SNES-controller adapter and CH Products' Flightstick. Both were discussed in "GamePro Labs" (March). A third peripheral, Naki's wireless controller, was put through its paces in "Labs" this issue.

SEGA SATURN

Will games for the American version of the Sega Saturn work on the Japanese Saturn? If not, will Sega make an adapter?

Joe Panzarella
W. Hazleton, PA

Bonehead replies:

A Sega spokesperson says the games and systems won't be interchangeable, so be sure to buy Japanese games for the Japanese Saturn and American games for the American Saturn. Sega isn't planning to make an adapter, though it allows that another company may make one.

Address Central

Does Atari have a phone number that puts me in touch with a live counselor who has game tips? All the phone numbers listed in my Jaguar manuals have been disconnected.

Paul Schreur
Chico, CA

Ben D. Rules replies:

Atari is working on getting a line with live counselors later this year, but right now all it has is a 900 number with recorded game hints: 900/737-2827.

The Magazine Biz

Who picks the art you show in "GamePro Gallery"?

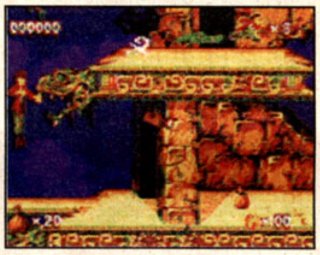
Geoff Dietrich
Tillsonburg, Ontario, Canada

Q. Enay replies:

We receive close to 1000 entries per month for our Reader Art Contest. The top 50 entries are posted in the main hallway of our editorial offices. During the month, everybody at GamePro stops by and checks out the latest and greatest submissions. At the end of the month, the editors and designers vote on the top ten.

As we've said in previous issues, creativity is our criterion when voting; we avoid obviously traced art. Age isn't important because we're looking at the overall effort. Make sure to put your name and return address on your envelope or on the back of your artwork. It's not necessary to include a letter. And sorry, we can't return your art to you.

Code Central



Your November issue said that the old Atari Pitfall game could be found in the eighth level of Activision's Pitfall for the Genesis. Where is it?

Elliott Sanderson
Eugene, OR

Scary Larry replies:

The 2600 game was moved to the fourth level, Ruins 1. Look for the Atari scorpions lurking at the beginning of the level, go through the door, and bounce off the hidden web on the left to reach the spinning vortex on the right. For a shortcut, at the title screen press Select, Button A 26 times, Select, and Start.

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Send us e-mail on the Internet at this address:
the-mail.gamepro@iftw.com.

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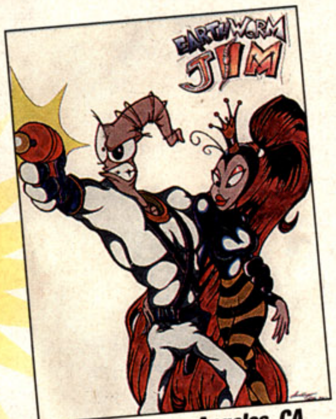
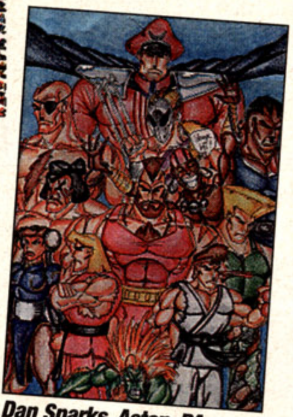
GAMEPRO GALLERY

PRIZE
This month's winning artist will receive a ***GAMEPRO*** T-shirt!

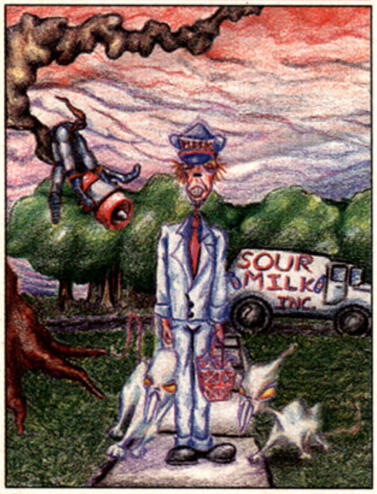


Anonymous, Los Angeles, CA

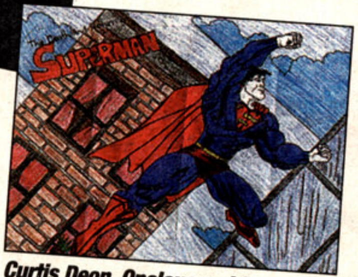


Dan Sparks, Aston, PA

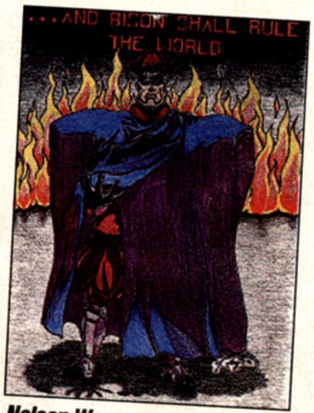
Pick of the Month


SOUR MILK INC.

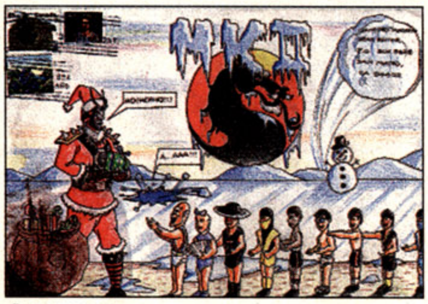
Garrett Reppenhagen, Green Mt. Falls, CO



Curtis Deon, Opelousas, LA


...AND BISON SHALL RULE THE WORLD

Nelson Wong
Toronto, Ontario, Canada



Anonymous
Vancouver, British Columbia, Canada

MEET IZZY PART 2

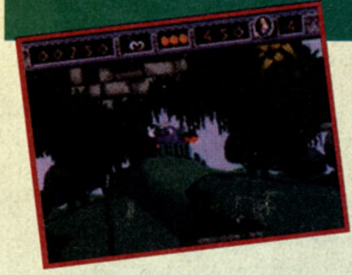
...AND LEARN AWESOME FACTS ABOUT THE OLYMPIC GAMES!

WHO IS IZZY?!?

IZZY is the official character of the 1996 Atlanta Olympic Summer Games. He is also the star of U.S. GOLD's *IZZY'S Quest for the Olympic Rings* video game for the Genesis and Super Nintendo. IZZY exists in the Torch World where he is capable of morphing himself into any sports equipment to help him gather gold, silver, and bronze medals hidden throughout his world.

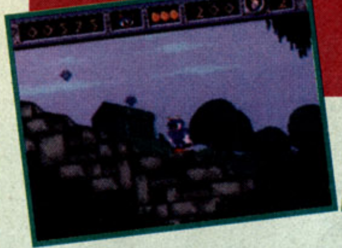
GREEK VILLAGE 1 TIP #1

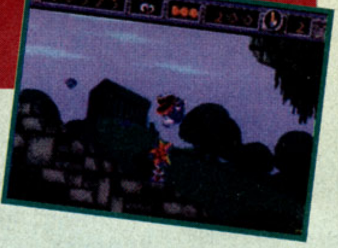
Once standing on the platform (after reaching the second continue point) jump UP to the LEFT. Izzy will go into a warp where he will reappear at the top of the level!



GREEK VILLAGE 1 TIP #2

Jump straight UP to find the hidden egg. The egg will open up into a Fencing Morph for IZZY.

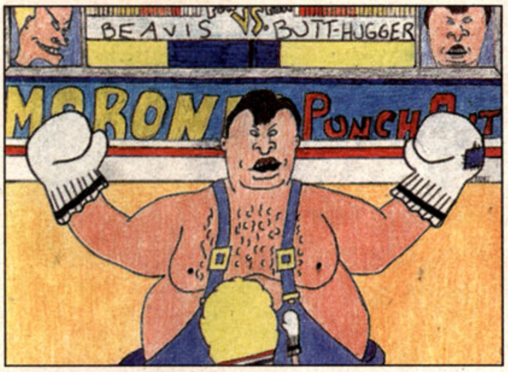




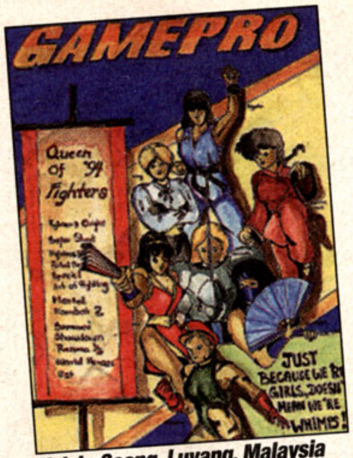
STAY TUNED TO THE NEXT ISSUE OF GAMEPRO FOR MORE EXCLUSIVE, TOP-SECRET, IZZY GAMING TIPS!!

IZZY'S OLYMPIC GAMES TRIVIA

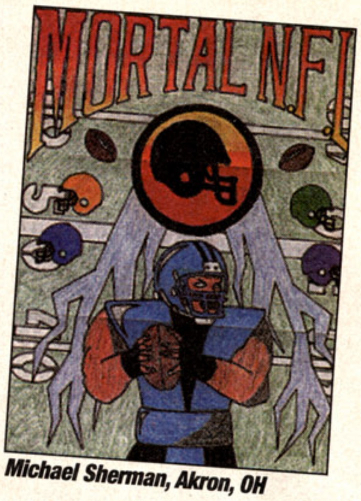
- Most medals by single athlete: Eighteen (9 gold, 5 silver, 4 bronze) by gymnastic, Larissa Latynina (Soviet Union), between 1956 and 1964.
- Most gold medals - Single games: Seven gold medals by swimmer, Mark Spitz (USA), in 1972.
- Most medals - Single games: Eight by gymnast, Aleksandr Ditiatin (Soviet Union), in 1980.
- Most Olympic Games: Eight olympic games by equestrian, Raimondo d'Inzeo (Italy), from 1948 to 1976.
- First male Olympic champion: James Connolly (USA) won the triple jump in Athens, 1896.
- First female Olympic champion: Charlotte Cooper (Great Britain) won the singles tennis tournament in Paris, 1900.
- Youngest Olympic champion: Anonymous French boy who coxed the winning Netherlands pair in rowing at Paris in 1900. He was estimated to be from 7 to 10 years old.
- Oldest Olympic champion: Oscar G. Swahn (Sweden) who won the running deer shooting competition at age 64 in 1912.



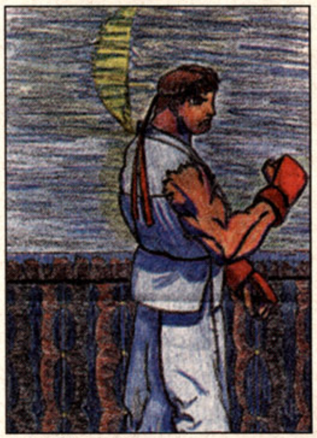
Michael Case, Lubec, ME


GAMEPRO
Queen of '94 Fighters
Mortal Kombat 2
JUST BECAUSE WE'RE GIRLS, DOESN'T MEAN WE'RE WHIMPS!

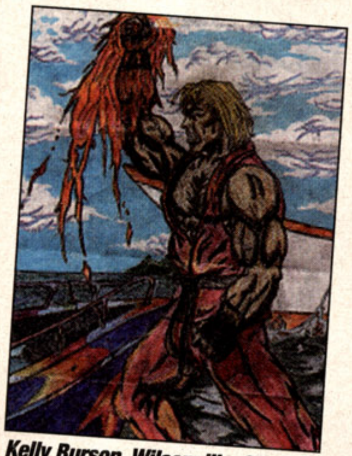
Kelvin Soong, Luyang, Malaysia



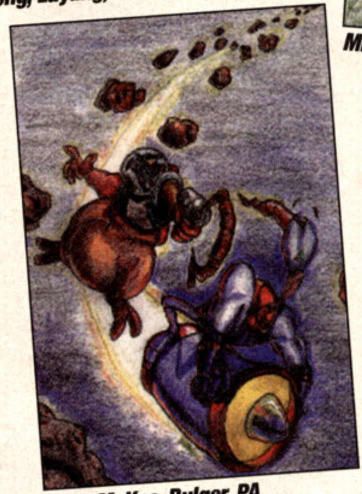
Michael Sherman, Akron, OH



Ivan Stamatov
Ottawa, Ontario, Canada



Kelly Burson, Wilsonville, OR



Kate McKee, Bulger, PA

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Sorry, but no art can be returned.

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- Starter Jacket
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- IZZY plush character

(10) SECOND PRIZES
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- Atlanta carrying bag
- IZZY baseball cap

(20) THIRD PRIZES
- Atlanta carrying bag
- IZZY plush character
- IZZY cloisonné pin

(30) FOURTH PRIZES
- IZZY baseball cap
- IZZY plush character
- IZZY cloisonné pin
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- GAMEPRO baseball cap
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- GAMEPRO T-shirt

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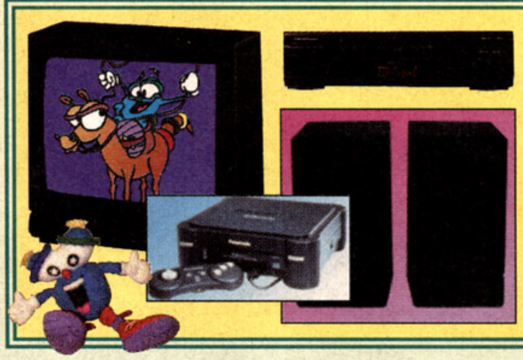

(1) GRAND PRIZE
- Panasonic Entertainment Center
- 26" TV
- VCR
- Speakers
- Panasonic 3DO system
- IZZY plush doll

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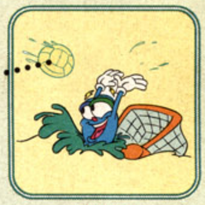
CLIP ALL 5 IZZY'S TO WIN!

A different ring will be featured in each GamePro Magazine from April '95 though the August '95 issues.



(1 OF 5)

Name

Address

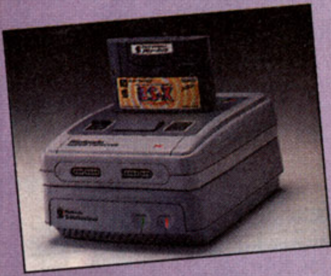
City, State, Zip

Clip all FIVE Izzy's, paste onto an index card, enclose in an envelope and mail entry to:

IZZY Sweepstakes,
PO Box 5960, San Mateo, CA 94402

NINTENDO'S SATELLAVIEW AND APPLE'S PIPPIN

Nintendo's out to prove there's still life – and possibly a future – in the Super NES with Satellaview. Apple's helping Bandai get a piece of the systems pie.



Satellaview will bring Nintendo interactive programming into Japanese homes via a satellite and the BS-X cartridge.

SATELLAVIEW: NINTENDO IN ORBIT

By The Trackman in Japan

While Sega is launching the Sega Channel via cable in the U.S. (see "The Sega Channel Spreads Nationwide" this issue), Nintendo plans to broadcast its TV programming from outer space. Satellaview is an add-on device for the Super Famicom (the SNES's Japanese counterpart) that decodes signals from Nintendo's own satellite TV channel. Satellaview subscribers will be able to play interactive games and watch special interactive TV programs.

Nintendo TV

Although plans are still in the works, subscribers will be able to download games to play and preview. Additional programming calls for quiz shows and music videos.

St. Giga, the satellite channel doing the broadcasting, will transmit its signal in the bandwidth of WOWWOW, one of Japan's satellite channels. Nintendo has contracted to broadcast daily from 4 p.m. to 7 p.m.

Decode Name: BS-X

To download games, you need the Satellaview unit and a cartridge called the BS-X Special Broadcast Cassette, which contains the decoding software. The Super Famicom (SF) sits on top of the Satellaview and links to it via a connector underneath the SF unit (the SNES has one, too). The BS-X cartridge slides into the SF cartridge slot. Subscribers will also need a satellite dish and a commercial decoder.

Satellaview Lifts Off

Nintendo's lips are sealed regarding an American version of Satellaview. At press time, Satellaview broadcasts in Japan were slated to debut April 1. No foolin'.

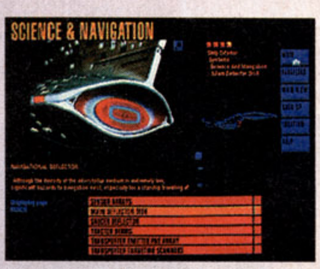
PIPPIN: THE APPLE OF BANDAI'S EYE

By The Whizz

Two more players are shaking the next-generation systems tree: Bandai and Apple Computer. Apple is developing a CD game system for Bandai codenamed "Pippin." Bandai will call the unit the Power Player, and it may be released as early as fall '95 for reportedly $500.

An Apple at Its Core

The Pippin is a CD-ROM unit with a PowerPC chip at its core (the 66-megahertz PC603), a quad-speed disc drive, 6 megabytes of random-access memory, CD-quality 16-bit sound, and a modified version of the Macintosh operating system, among other features. The unit will reportedly also include computer network support.



Star Trek Technical Manual by Simon & Schuster is beaming to the Pippin. (PC screen shown.)

Programmer-Friendly Software

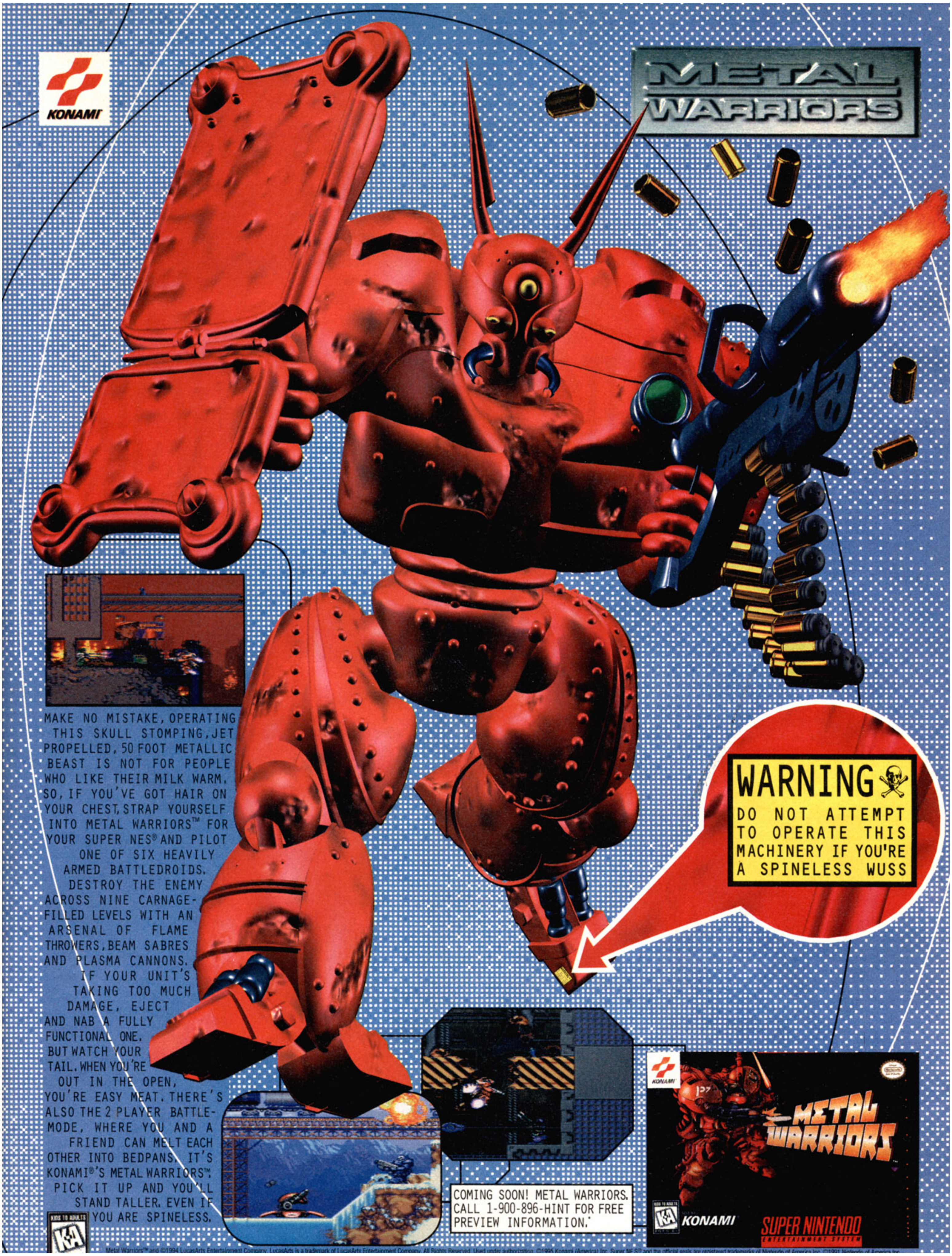
Pippin will play slightly modified versions of Macintosh software. In fact, the ease of converting Mac software for Pippin makes it attractive to developers.

The operating system won't be stored in the unit's memory; instead every CD will contain the operating system in addition to game programming. For game developers, this means they can totally control their game environment by ensuring that the operating system optimizes gameplay. They will also be able to use the memory allocated to the operating system for other gameplay enhancements. Moreover, any time a new version of the operating system is available, Pippin game players won't have to wait for new hardware to reap its rewards.

Apple estimates 50 titles will be ready if the unit appears this year, including games from Mac publishers like Cyan (which produced Myst). Simon & Schuster Interactive will produce its smash PC software, Star Trek the Next Generation: Technical Manual for Pippin and an interactive children's adventure called My Favorite Monster.

Apple Seeds Bandai

At this stage, Bandai emerges as a dark horse in the end-of-the-year game-system sweepstakes. But Apple certainly has the juice to make Pippin the Power Player. G



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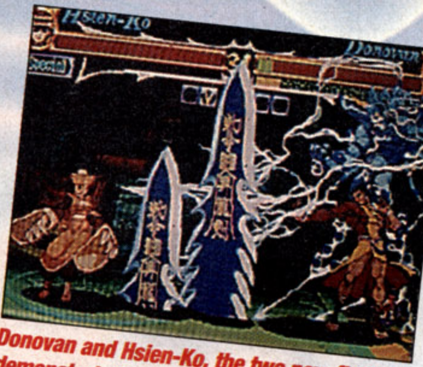
HOT AT THE ARCADES

By Bruised Lee


Donovan and Hsien-Ko, the two new fighters, demonstrate their moves.

NIGHT WARRIORS (Darkstalkers' Revenge)

Once again, daylight has faded into darkness on Capcom's night warriors as they return for a new battle. Night Warriors (Darkstalkers' Revenge) takes all the great elements of Darkstalkers and makes them scarier.

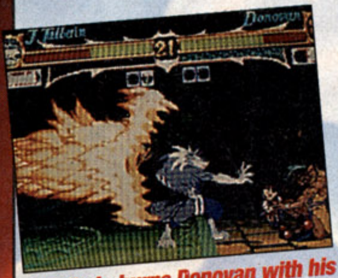
Forever Night

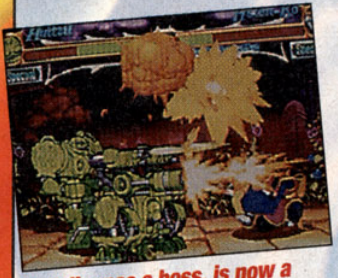
Night Warriors represents a complete makeover of the original Darkstalkers. All eight original fighters return, along with the two bosses who are now playable characters. Each character has more moves and much smoother animation, and the backgrounds have also been revamped. A much wider range of colors enriches the screen.

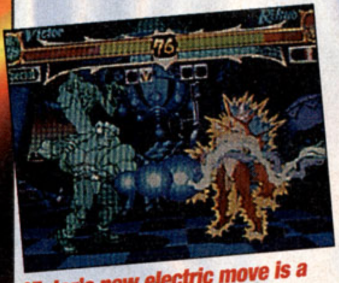
Night Warriors features incredible character animation.

Anakaris is no match for Pyron's air moves.

Rikuo sees an opening to throw Victor.

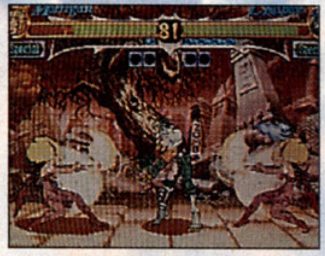

J. Talbain burns Donovan with his new fire move.

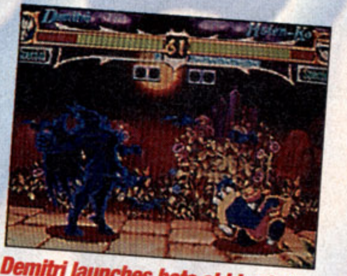

Huitzil, once a boss, is now a playable character.

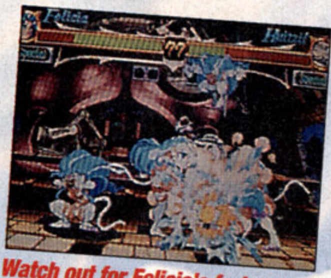

Victor's new electric move is a real blast.

Two new characters (Donovan and Hsien-Ko) join the Night shift. Donovan is a barbarian who swings a huge sword in combat. He can also freeze his foes, and with the spirit inside him, he electrifies enemies at close range.

Hsien-Ko is the smallest character in the game, but she has extremely long arms that she uses to throw a wide variety of projectiles at opponents. Some of Hsien-Ko's other moves include spinning toward opponents from a grappling hook that she drilled into the ceiling and summoning razor-sharp blades from the ground.


Don't be fooled by Morrigan's cloning move.


Demitri launches bats at his victim.


Watch out for Felicia's furious multiple attack.

Good Night

Capcom didn't stop at new characters and a new look. It reworked the original game's Special bar to resemble the Mutant bar in X-Men. The special bar allows a fighter to perform special moves when it's charged. The bar also carries over between rounds and doesn't max out.

Night Warriors is a top-notch battle for fighting gamers into ghoulish combat. This game could keep you at the arcades long into the Night.

By Capcom
Available Summer '95

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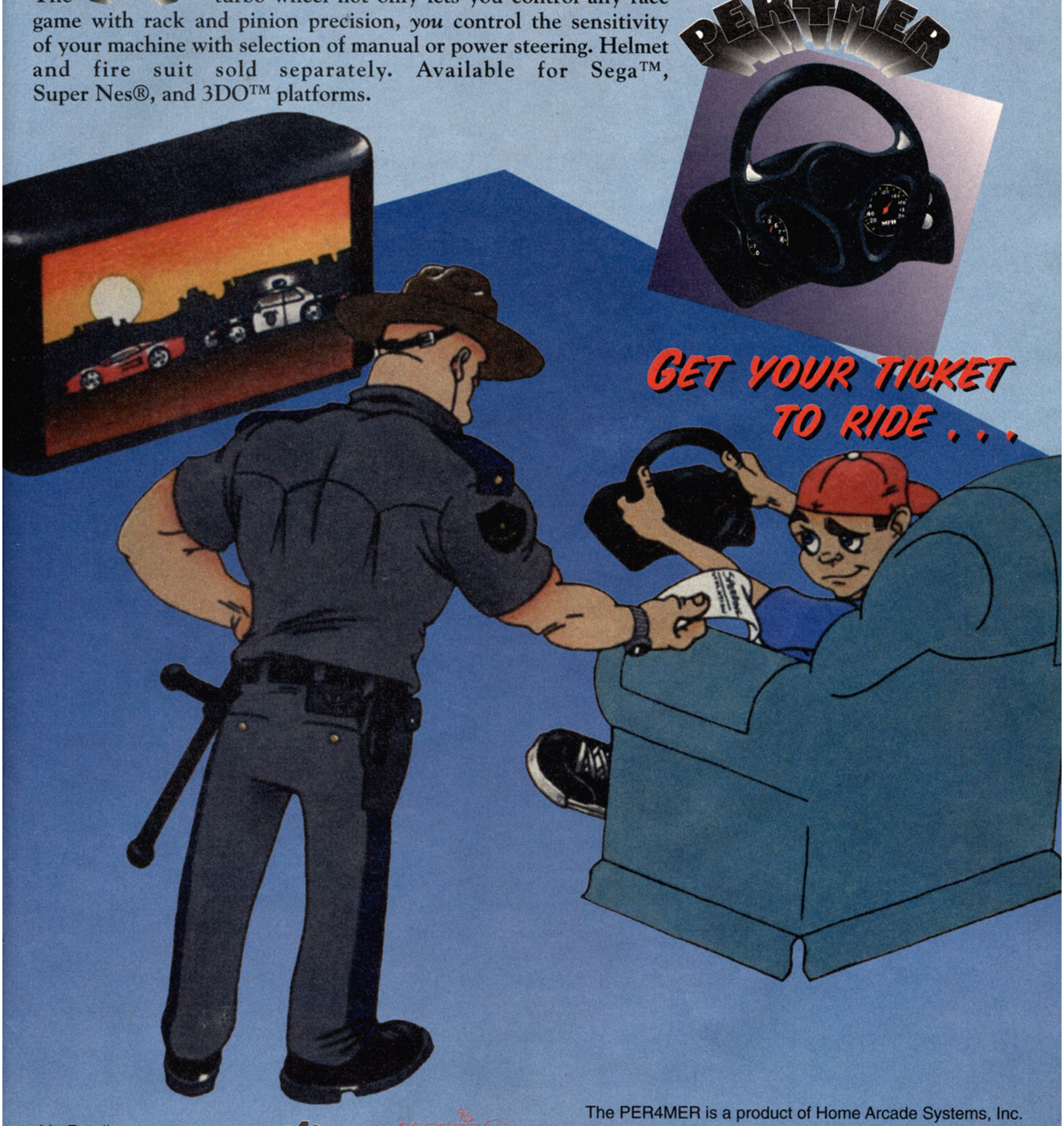
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These fighting scenes from the movie will be digitized for the game.

Street Fighter: The Movie

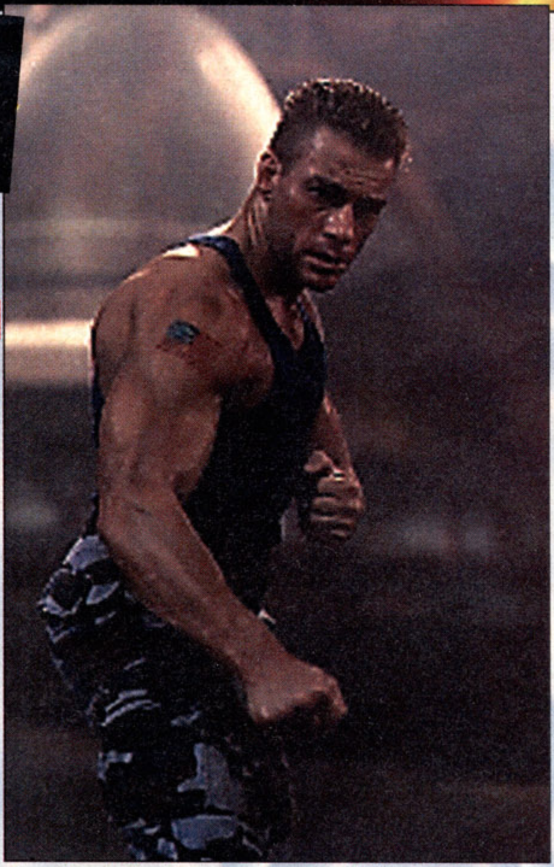
By Bro' Buzz

It looks like Street Fighter is going into syndication, but don't expect to see a rerun of the classic fighting game in a local arcade. Street Fighter: The Movie by Gamestar is a totally new one-on-one combat game based on last year's commando fighting flick starring Jean-Claude Van Damme. In fact, Van Damme reprises his role as Guile to star in the digitized graphics.

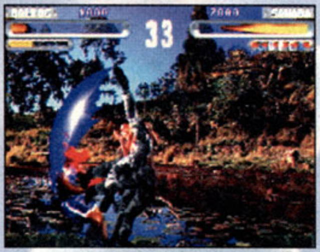
Incredible Technologies/ Strata (the people behind Blood- Storm) programmed the game from scratch. It will feature 14 new characters, but SF vets may recognize some of the signature moves from Street Fighter II Turbo. Gamestar also promises 50 new fighting moves with 12 backgrounds taken directly from movie footage.

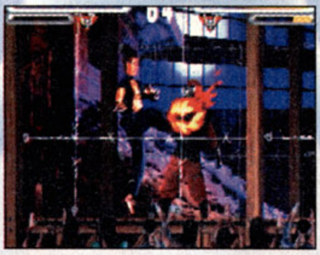
Not only will Street Fighter: The Movie attempt to fill some big coin-op shoes, but its totally digitized look should show up just in time to go token-to-token with Mortal Kombat III, the champ of digitized fighting games. Street Fighter III? All's quiet at Capcom.

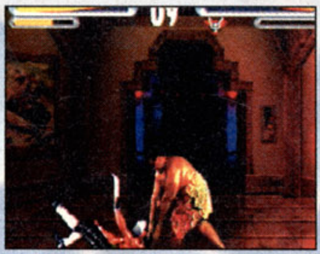
By Gamestar
Available April

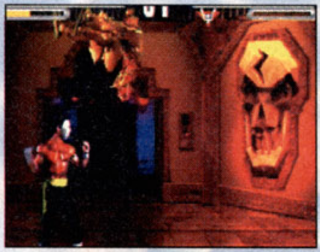


Jean-Claude Van Damme returns as digitized Guile.

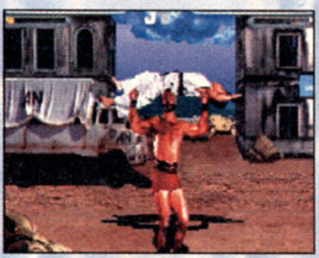




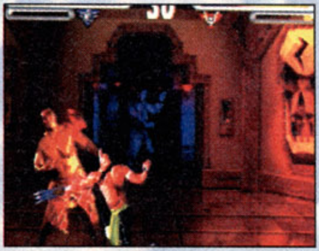


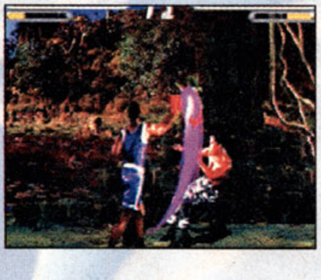


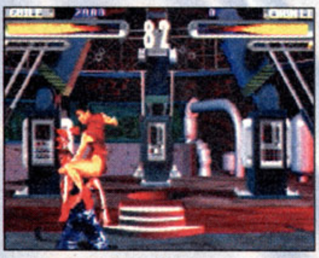
Street Fighter vets will see some familiar moves.

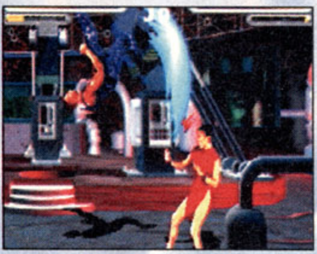


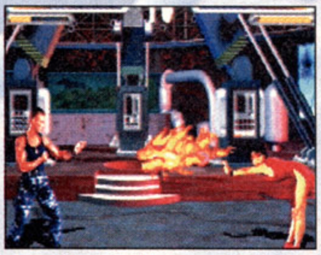
World Warriors will retain their regular fighting styles. For instance, Zangief still uses power moves.











Jean Claude's the same but Chun Li's changed.

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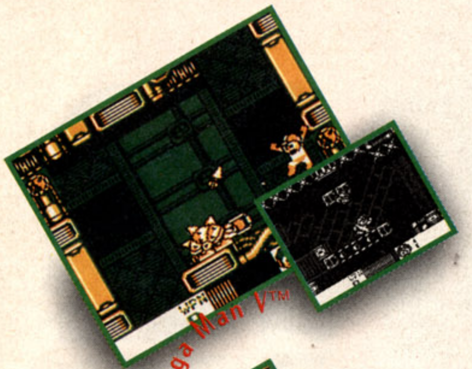
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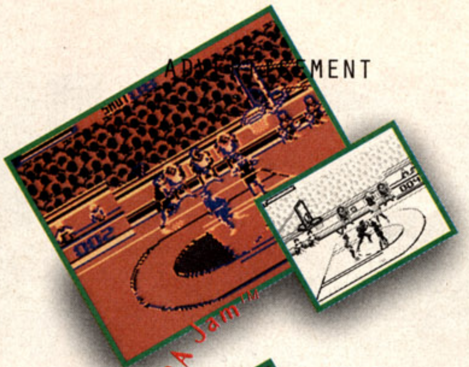
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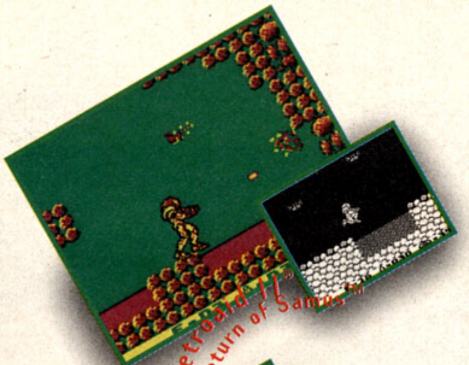
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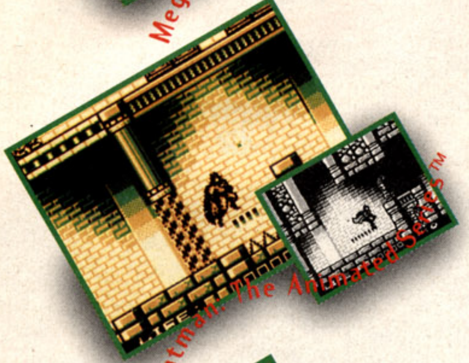
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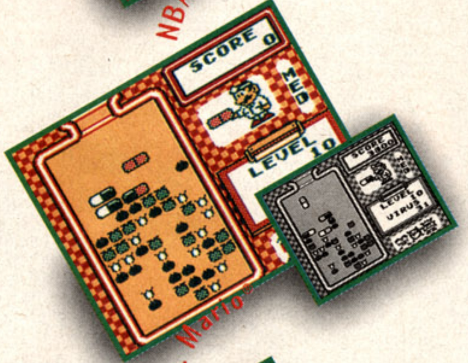
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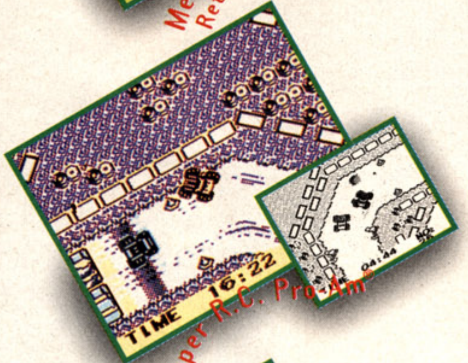
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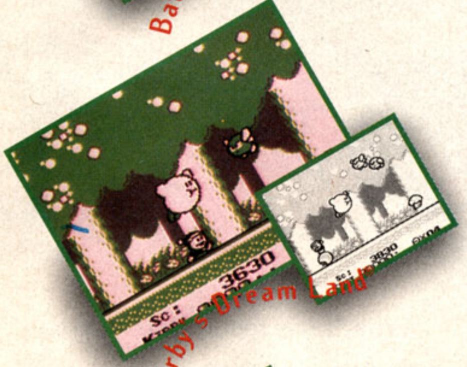
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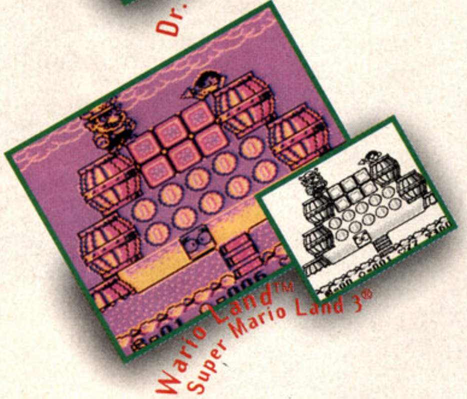
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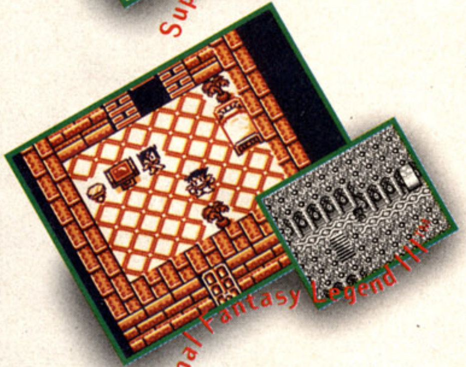
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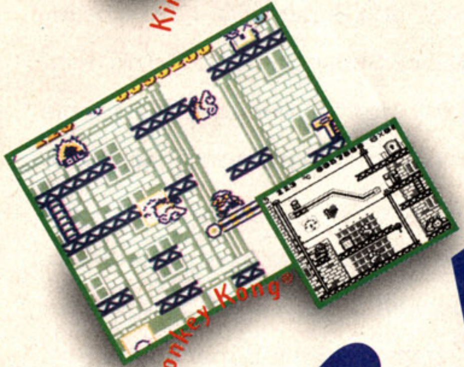
Donkey Kong®

TRADING GO

With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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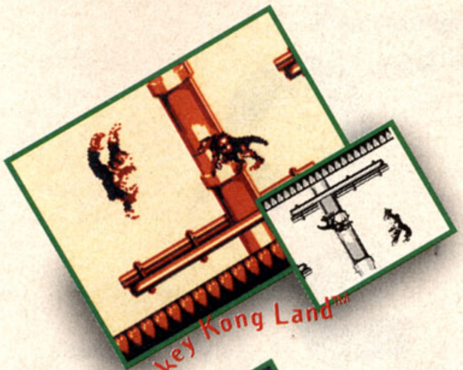
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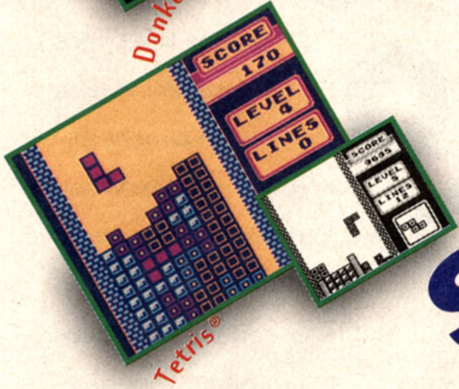
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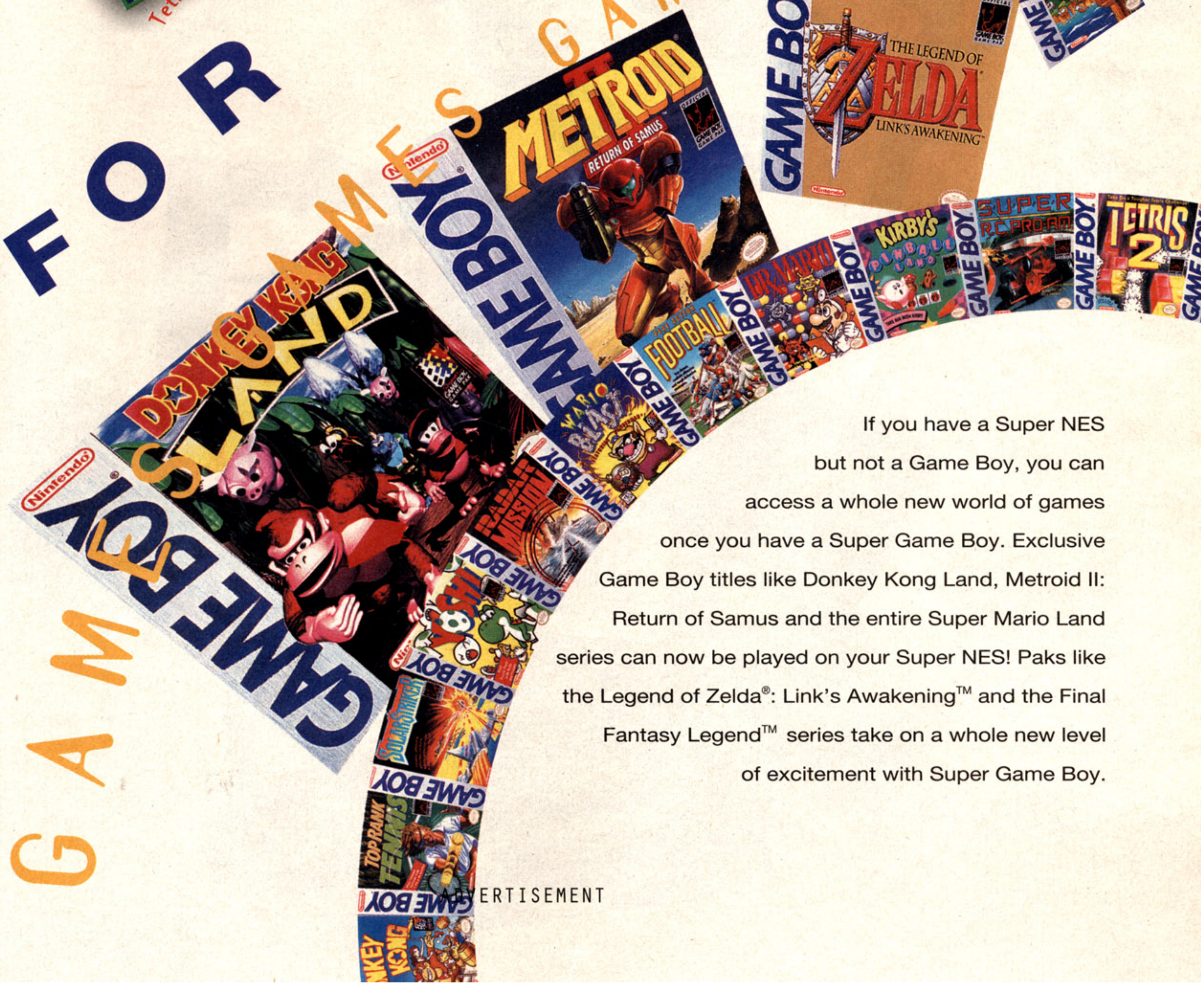

If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

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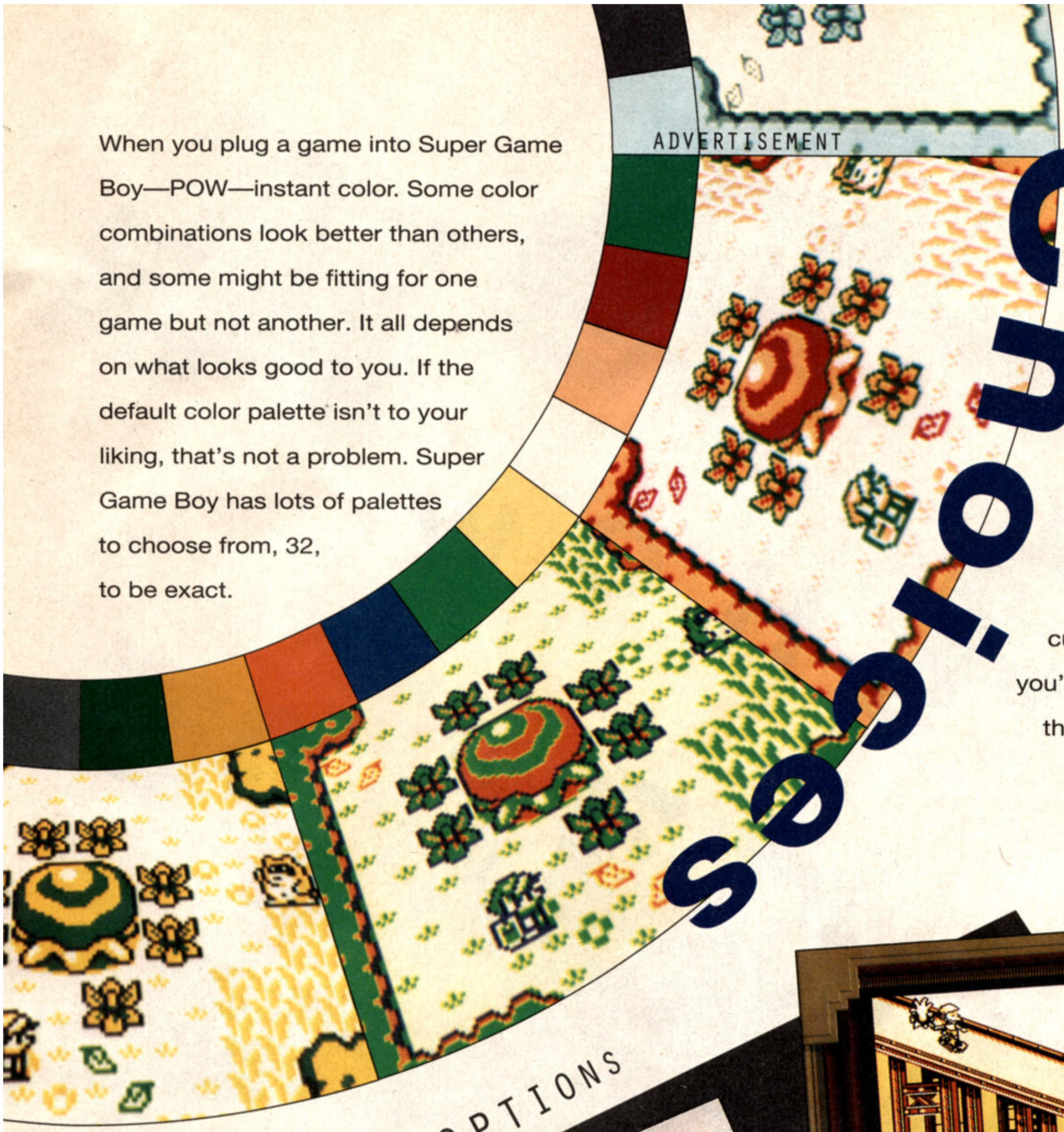
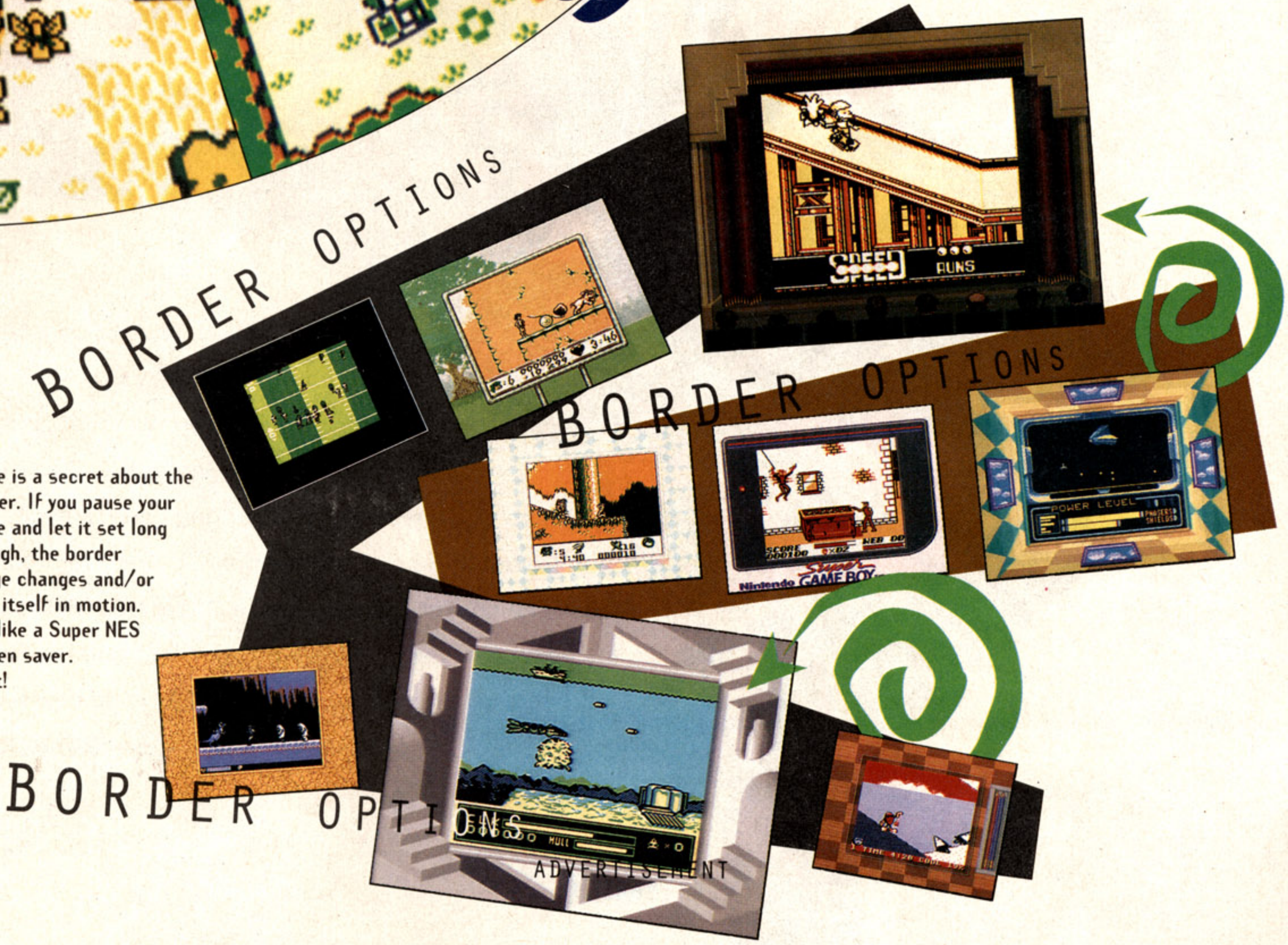
When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.



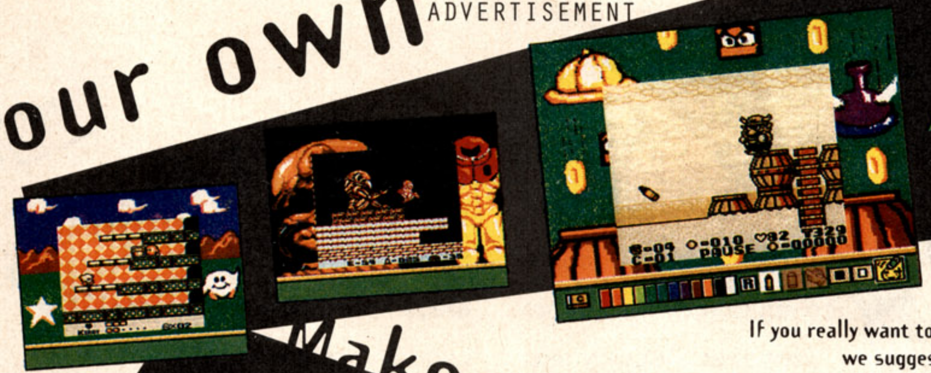
Choices

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.



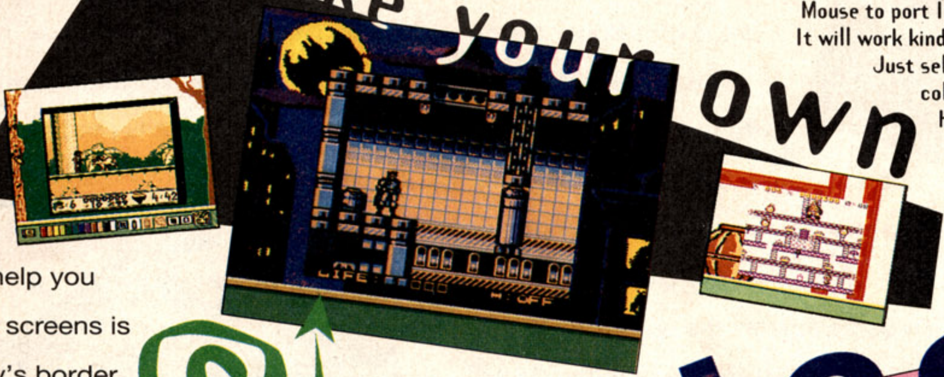
There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

Make your own



If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.® Just select a color from the color palette, click and hold the buttons, and paint away!

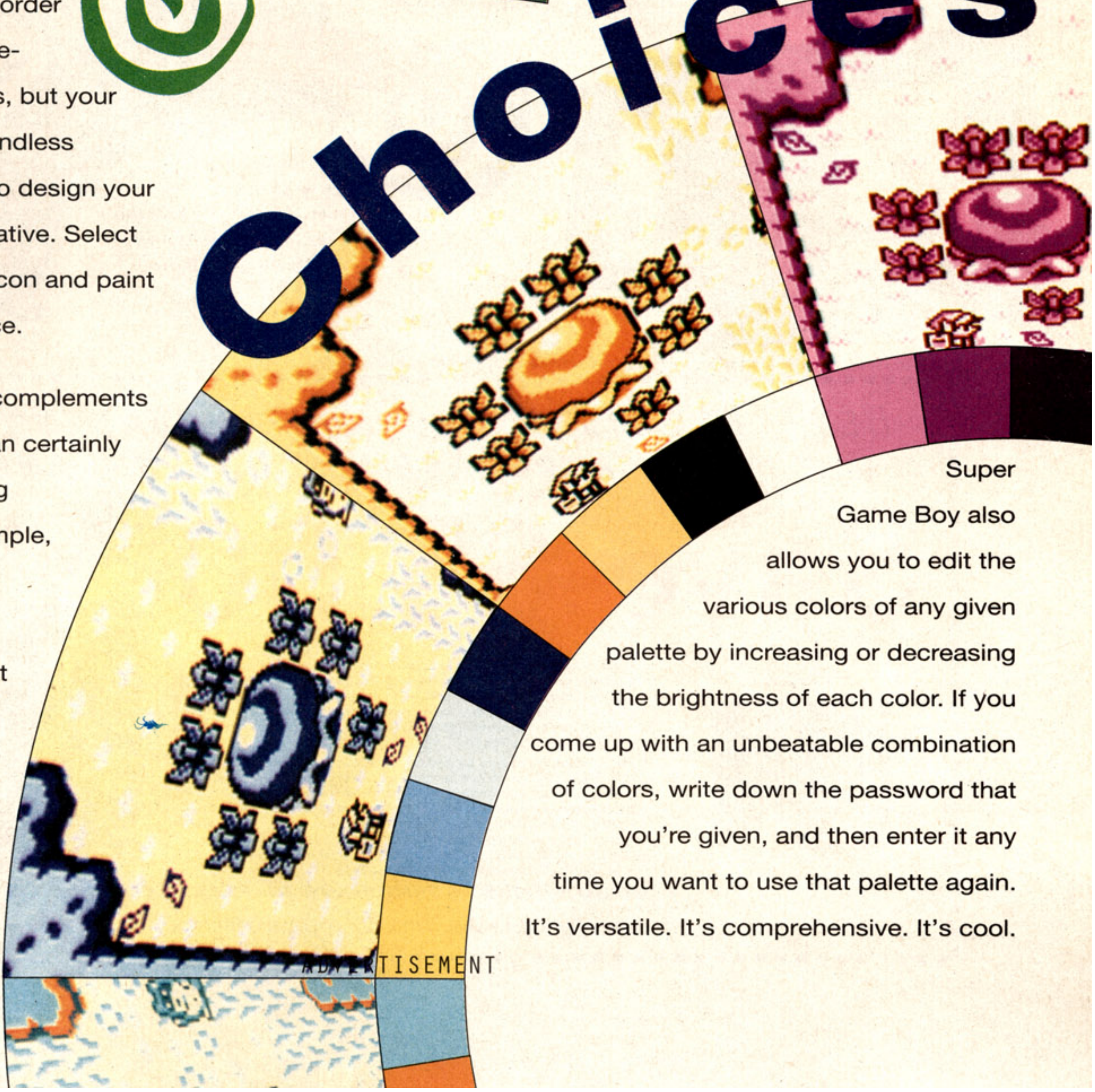
Make your own



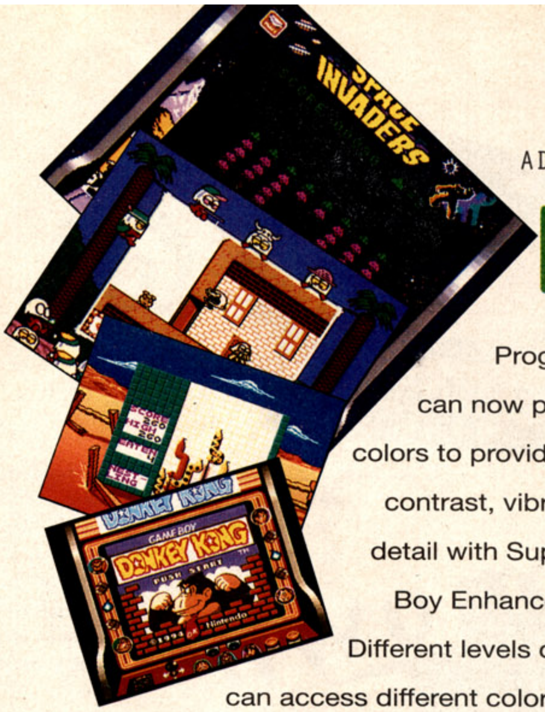
Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.

Choices



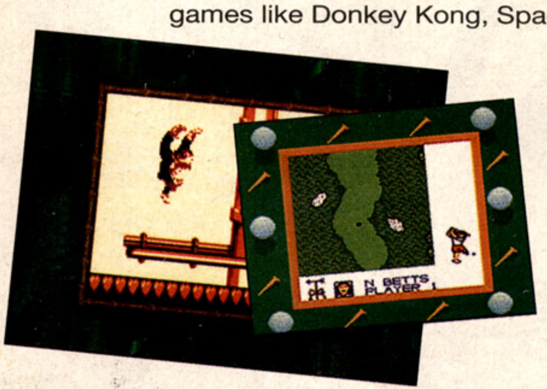
Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.



ENHANCED MODE

Super Game Boy Enhanced Mode Icon

Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode. Different levels of a game can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,™ Wild Snake,™ Bonk's Revenge,™ Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!



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Think you've got the smarts to win a Super prize? Here's your final challenge.

Here's the deal.
(one last time)

OK You've read the Super Game Boy ad in the March issue of GamePro (The ad's also in the May issue to help you pass The Super Quiz, Part III)

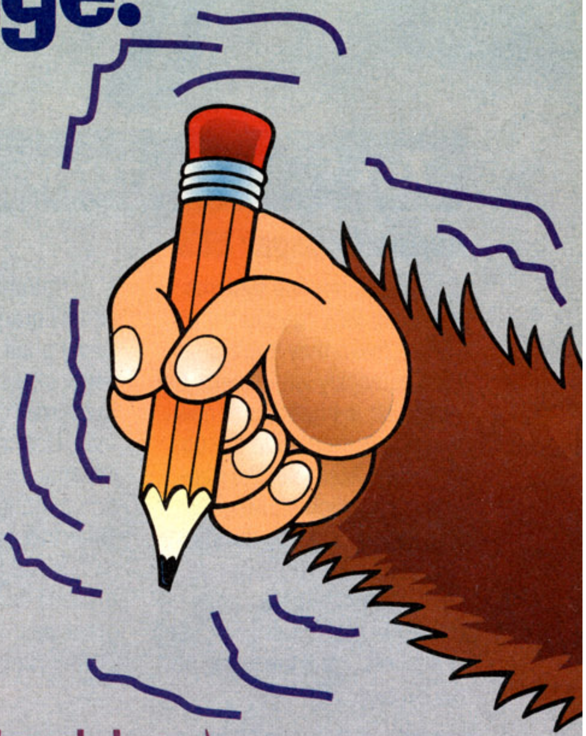
You've answered the questions about Super Game Boy that we printed in the March and April issues of GamePro. And now in the May issue. What's next?

1. Cut out the completed May quiz form.
2. Staple it together with the completed March and April forms.
3. Mail them to:

Super Game Boy Contest
c/o GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

The last four Super Game Boy® questions. Don't choke.

7. Any Game Boy game can take advantage of Super Game Boy's powers of color transformation. T___F___
8. Game Boy lets you edit the various colors of any given palette. T___F___
9. If you come up with an unbeatable combination of colors, write down the ____________.
10. Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy ____________ Mode.



Here's what you can win (as if you don't already know)

The rest is up to fate
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1 Grand Prize winner of a 27" Stereo TV, Super NES® Control Set, Super Game Boy and the NEW game Donkey Kong Land.

4 First Place winners of a Super NES® Control Set, Super Game Boy and the NEW game Donkey Kong Land.

30 Second Place winners of the NEW game Donkey Kong Land and Super Game Boy.

30 Third Place winners of a Super Game Boy.

30 Fourth Place winners of a 1 year subscription to GamePro.

Your entry must be postmarked by June 1, 1995. So don't delay.

Good Luck.
And have a Super time.

Nintendo®

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Contest Rules and Regulations

Official Rules
No purchase necessary. One entry per person. All duplicate entries of violator will be voided. Infotainment World, Inc. and Nintendo assume no responsibility of late, misdirected, incomplete, or illegible entries. All mail in entries must be post-marked by June 1, 1995. Void where prohibited.

Awarding of Prizes
Winners will be determined on June 15, 1995 in a random drawing by GamePro magazine. Odds of winning depend upon the number of all eligible entries received. Winners will be notified by phone. Winners entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro and/or Nintendo without further compensation. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamePro magazine.

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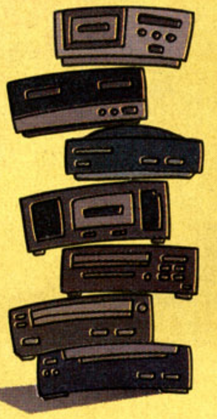
SPECIAL FEATURE

ONCE AND FUTURE KINGS

Video Game Hardware Outlook



New hardware systems mean video gamers will have some tough buying decisions ahead of them. Here's how the systems stack up.

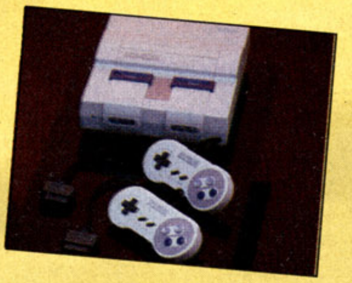
By The Whizz and Manny LaMancha

THE SWEET SIXTEENS

Nintendo Super NES

Outlook: Sixteen-bit systems have seen their heyday. That doesn't mean they don't have good gameplay left in them, but rather that the number of new games is beginning to dry up. Long-time licensees like Capcom (Street Fighter, Mega Man) have already publicly decided to not create new 16-bit games. On the other hand, Nintendo and some major licensees, such as Acclaim, continue to support this system.

Naturally, the hefty SNES game library should produce some great bargains as stores begin clearing their shelves. But remember, just last Christmas, Donkey Kong Country introduced rendered 3D polygon graphics to the SNES. Later this year, the FX2 chip in games like StarFox 2 and Commanche could make such graphics a 16-bit standard. Even if Nintendo delivers the Ultra 64 by Christmas, good 16-bit games will be available at year's end, but the new technology is likely to eclipse the SNES in 1996.



Debut: 1991
System price: $99.95
Game prices: $19.95–$99.95
CPU: 16-bit custom Motorola 6803C
Installed base: 16 million
No. of licensees: 71 (U.S.); 190 (worldwide)
Game library: 625

Sega Genesis

Outlook: See the outlook for the Super NES above. These two systems, dominant in their day, are destined to go head-to-head all the way to the video game hall of fame. The Genesis also has a deep library of good games, so newcomers and vets who decide to wait for Saturn prices and programming to settle should reap the rewards of shrinking price tags and readily available rentals. Sega will also be responsible for feeding game-hungry Sega CD and 32X owners, too.

Debut: 1990
System price: $99.95
Game prices: $19.99–$69.99
CPU: 16-bit Motorola 68000
Installed base: 16 million
No. of licensees: 60
Game library: 550

PROTIP: Monitor the number of pages that GamePro devotes to reviews of 16-bit games. If that number dips and reviews for other systems grow, you'll know how the 16-bit systems are faring. (This works with other game mags, too, but you should count their pages at the rack and leave the mags there!)

STAR STRUCK

3DO

Outlook: Remember when the 3DO was the cutting-edge CD-only system of choice? 3DO carved a niche for itself despite a hefty price tag, but it's still pricey after a drop from $700 to $400. Since Goldstar and Sanyo have joined Panasonic as systems manufacturers, expect prices to take another dip. The M2 Accelerator 64-bit upgrade and video CD capability, which should arrive in late '95, will help solidify 3DO's stature. Saturn, PlayStation, and Ultra 64, however, have probably already whittled down the number of new 3DO owners before they even hit the shelves.

Debut: October 1993
System price: $399.95
Game prices: $60–$70
CPU: 32-bit Motorola 68000
Installed base: 200,000 (worldwide)
No. of licensees: 200
Game library: 70

Atari Jaguar and Jaguar CD

Outlook: As you read this, the much-delayed Jaguar CD is due, and a Jaguar/CD peripheral combination could hold its own against the new 32-bit systems. In fact, look for an integrated unit later this year. Atari's also working on a new base unit with a CD, which is code-named Jaguar 2. The Jag needs killer games, but it has one thing going for it: low price. If game developers release titles across multiple systems, the Jaguar might be a viable system in the war between next-generation systems.

Debut: Jaguar 1993; Jaguar CD 1995
System price: $160 (Jaguar); $149 (Jaguar CD)
Game prices: $60–$70
CPU: 64-bit Motorola 68000 with 4 custom processors
Installed base: 150,000
No. of licensees: 200
Game library: 30

Neo•Geo

Outlook: The prices listed below say it all. SNK deserves credit for creating coin-op games that are good enough to maintain high interest in this system, but the U.S. version of the Neo•Geo CD will likely be a better buy (see right). SNK will still publish games for arcades, cartridge units, and CD units (in that order). A new U.S. Research and Development unit began operations a few months ago, so the Neo•Geo's here to play.

Debut: November 1991
System price: $649
Game prices: $199
CPU: 16-bit Motorola 68000 with custom SNK processing chips
Installed base: Not available from SNK
No. of licensees: 32 (Japan)
Game library: 40

Neo•Geo CD

Outlook: Overseas Neo•Geo CD games look gorgeous and play well, and arcade games that never made it to the cartridge system will appear for the CD. Overseas units, however, are plagued by outrageously slow access time. SNK reports that, consequently, U.S. CD systems will house a double-speed disc drive. If you seriously want to bring a good arcade game home, consider this investment, but use your stopwatch before you use your credit card.

Debut: November 1994 (Japan and U.K.); July 1995 (U.S.)
System price: $399
Game prices: $49–$69
CPU: 16-bit Motorola 68000 with custom SNK chips
Installed base: Not available
No. of licensees: 32 (Japan)
Game library: 54

Philips CD-i

Outlook: The CD-i was the first dedicated CD-based electronic-entertainment system, but Philips seems content to stick with the technology and stay in the shadows despite its respectable CD library. Although there are bona fide gems such as Burn: Cycle and The 7th Guest, inconsistent game quality puts the CD-i at a disadvantage against other high-powered game producers.

Debut: 1991
System price: $400
Game prices: $29–$69
CPU: Motorola 68000
Installed base: 1 million (worldwide)
No. of licensees: 25
Game library: 54

Sega 32X

Outlook: Although the 32X is a neat peripheral, it was set up to grow in the Saturn's shadow. Sega and its licensees will produce enough Genesis carts, Sega CD discs, 32X carts and CDs, and Saturn CDs to keep everyone happy, but savvy shoppers should always follow the games. If there are enough available 32X games that you want to play and replay, go for it. What's "enough" is your call.

Debut: November 1994
System price: $149
Game prices: $60–$70
CPU: Sega Genesis required.
Installed base: 500,000
No. of licensees: 40
Game library: 25

STAR STRUCK CONTINUED

Sega CD and Sega CDX

Outlook: When the Genesis goes, so will the Sega CD and CDX, though it's entirely possible that Saturn CDs could help keep the Sega CD embers glowing with modified versions. The 32X does wonders for the Sega CD's graphical resolution, but that meager 32X game library won't entice you.

Debut: November 1992

System price: Sega CD $99; Sega CDX $299

Game prices: $60–$70

CPU: Sega Genesis required

Installed base: 2 million

No. of licensees: 35

Game library: 150

PRIMED AND READY

Sega Saturn

Outlook: Looking extremely good! The Japanese version of Virtua Fighter, along with early peeks at Daytona USA and Shinobi, should convince any skeptic that Saturn's going to blast off in the U.S.

Debut: November 1994 (Japan); November 1995 (U.S.)

System price: approximately $350

CPU: 32-bit Hitachi RISC chips

Installed base: 660,000 (Japan)

No. of licensees: 100 (Japan): 100 (U.S.)

Game library: 100 planned by end of 1995 (U.S.)

Nintendo Ultra 64

Outlook: Although most people have never seen an Ultra 64, Nintendo quietly promises a 1995 debut even as the Saturn and PlayStation continue to steal mucho thunder. When it does appear, though, Nintendo has the software savvy and the business muscle to establish it as a major machine. Figure to make a video game buying decision among three major game systems in 1996, but gamers everywhere are anxious to see what that "64" really means.

Debut: Fall 1995

System price: approximately $250

CPU: 64-bit MIPS custom processor

Installed base: Not applicable

No. of licensees: Not applicable

Game library: Not applicable

Sony PlayStation

Outlook: Also looking extremely good! Sony's new to the systems game, but the prediction here is that it'll be a monster if it can maintain the same high standards with its games that it obviously did with the PlayStation hardware. Ridge Racer and Toh Shin Den (see "Overseas ProSpects," April) are awesome demonstrations of PS potential.

Debut: November 1994 (Japan)

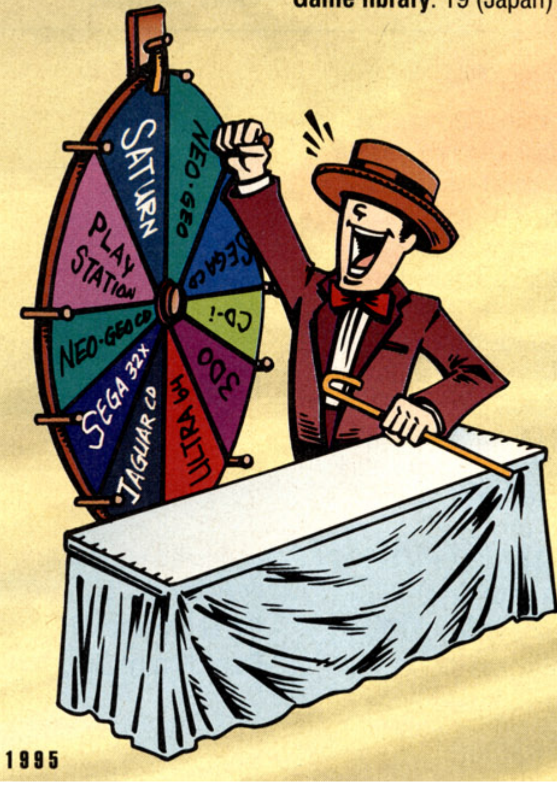
System price: approximately $350

CPU: 32-bit LSI custom processor

Installed base: 500,000 (Japan)

No. of licensees: 97 (U.S.); 290 (Japan)

Game library: 19 (Japan)



R.I.P. NES

By Manny LaMancha

Nintendo Entertainment System 1985–1995

Even as the life of the original NES (left) was waning, Nintendo sought to cut manufacturing costs and streamline its design with a new NES in 1993 (right).

We lost a dear friend recently.

At the Winter Consumer Electronics Show this past January, Nintendo announced its plans for 1995, including the upcoming Ultra 64 console, the Virtual Boy 3D portable system, and continuing support for the SNES and Game Boy. Nintendo also announced, however, that it had officially "retired" the venerable NES from its lineup and has no plans to release new games, something most licensees had decided long ago. Virgin's The Jungle Book was the last third-party game released for the NES.

Nintendo will continue to support the NES with phone tips, but it has stopped manufacturing the 8-bit console. This move serves as the final nail in the coffin of a dedicated servant that lasted nearly ten seasons; as with canine companions, that's an eternity in video game years.

Nintendo can take heart in the fact that it sold 34 million NES systems in the U.S. since the product's launch in 1985, and that millions more were sold worldwide in addition to the Famicom (the older brother to the NES). With all the competition that's taking place in the video game industry, it's not likely that any hardware producer will post numbers like that for some time. The NES appeared at a time when electronic gaming was down in the dumps, and it rekindled a fire in the industry.

GamePro takes this opportunity to bid a fond sayonara to this veteran game platform. As we look forward to the 32- and 64-bit systems, look back on this ground-breaker and relish the memories. **G**

In the Beginning...

In early 1989, *GamePro's* humble beginnings included being given away at Toys 'R' Us stores with a video game purchase. Of course, the NES was the meat of *GamePro's* editorial pages. In that issue, we reviewed NES games like Adventure Island and Operation Wolf. "The Cutting Edge" provided info on such NES peripherals as the U-FORCE and Power Glove. The first "Overseas ProSpects" featured the Famicom version of Super Mario Bros 3.

GAMEPRO
NINTENDO• SEGA•ATARI

GAMEPRO
Incredible! Amazing!
28 Pages of New Games You've Just Gotta Have
Tips & Tactics
Free Poster!
Exclusive!

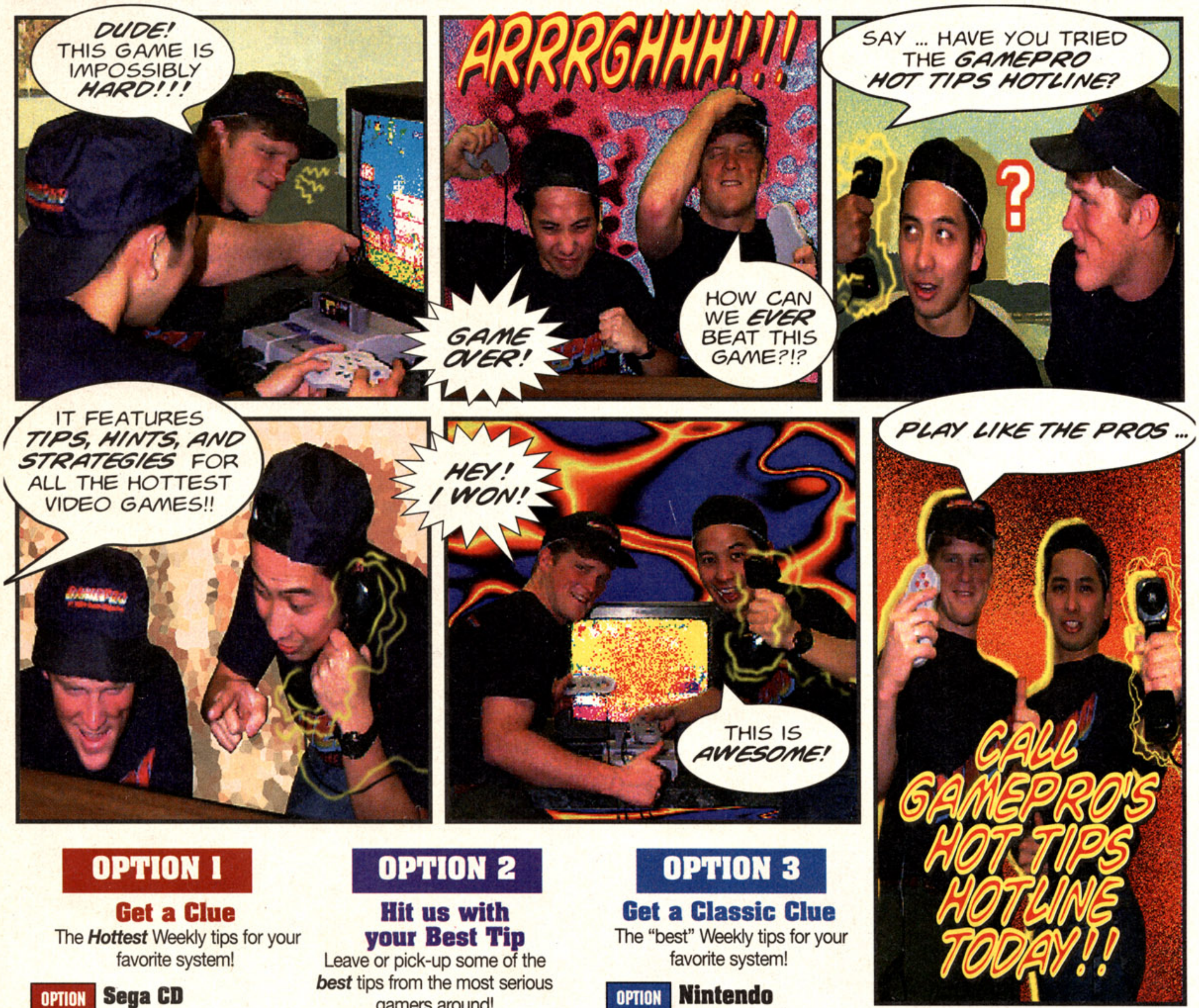
Games of NES-essity

Over its decade of use, the NES has seen a variety of 8-bit games. See how these memorable titles compare with your NES favorites:

- Arkanoid
- Bases Loaded
- Batman
- Battletoads
- Blaster Master
- Castlevania (the series)
- Contra
- Darius
- Double Dragon
- Dragon Warrior IV
- Duck Hunt
- Duck Tales
- Gradius
- Kid Niki
- King's Quest V
- Kirby's Adventure
- Life Force
- Link's Awakening
- Maniac Mansion
- Mega Man (the series)
- Metroid
- Mike Tyson's Punch-Out!
- Ninja Gaiden (the series)
- Pro Wrestling
- RC ProAm
- Rolling Thunder
- Rush 'N' Attack
- Silver Surfer
- Snake's Revenge
- Solomon's Key
- Super C
- Super Mario Bros.
- Super Mario Bros. 3
- Tecmo Super Bowl
- Teenage Mutant Ninja Turtles
- Tetris

The most popular games for the NES include Link's Awakening and Double Dragon.

ADVENTURES IN VIDEO GAMING!


DUDE! THIS GAME IS IMPOSSIBLY HARD!!!
ARRRGHHH!!!
GAME OVER!
HOW CAN WE EVER BEAT THIS GAME?!?
SAY ... HAVE YOU TRIED THE GAMEPRO HOT TIPS HOTLINE?
?
IT FEATURES TIPS, HINTS, AND STRATEGIES FOR ALL THE HOTTEST VIDEO GAMES!!
HEY! I WON!
THIS IS AWESOME!
PLAY LIKE THE PROS ...
CALL GAMEPRO'S HOT TIPS HOTLINE TODAY!!

OPTION 1

Get a Clue

The *Hottest* Weekly tips for your favorite system!

OPTION 1	**Sega CD** 1 Tip
OPTION 2	**Super Nintendo** 3 Tips
OPTION 3	**Sega Genesis** 3 Tips
OPTION 4	**Alternative Systems** 3 Tips

OPTION 2

Hit us with your Best Tip

Leave or pick-up some of the *best* tips from the most serious gamers around!

OPTION 1	**Nintendo**
OPTION 2	**Super Nintendo**
OPTION 3	**Sega Genesis**

OPTION 3

Get a Classic Clue

The "best" Weekly tips for your favorite system!

OPTION 1	**Nintendo** 2 Tips
OPTION 2	**Super Nintendo** 2 Tips
OPTION 3	**Sega Genesis** 2 Tips
OPTION 4	**Hand Held** 2 Tips

OPTION 4

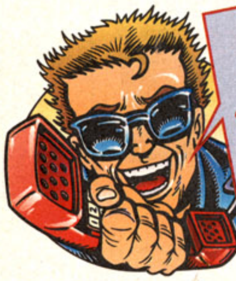
Slammin'

16-bit tip of the week!

OPTION 5

Hot Shots

Get the latest lowdown from your favorite editors!



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1-900-451-5552
Call costs $1.49 a minute (Canadian)

1-900-860-TIPS

Calls average three minutes in length and cost $1.29 a minute. Touch-tone phone required.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice. A service of Infotainment World in San Mateo, CA

NO PAIN

NO GAIN

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555G4

SPECIAL FEATURE

The SEGA CHANNEL Spreads Nationwide

Cable TV and video game systems used to compete with each other as entertainment. Discover how Sega Channel has combined the two.

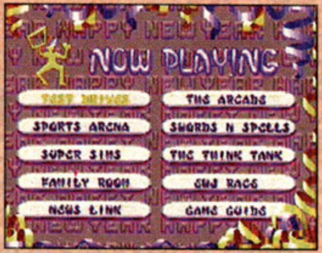
By Manny LaMancha

Imagine having a library of 50 new games each month. How about getting previews of unreleased games, cheats, hot game news, contests, and more! It's real, and it's called the Sega Channel.

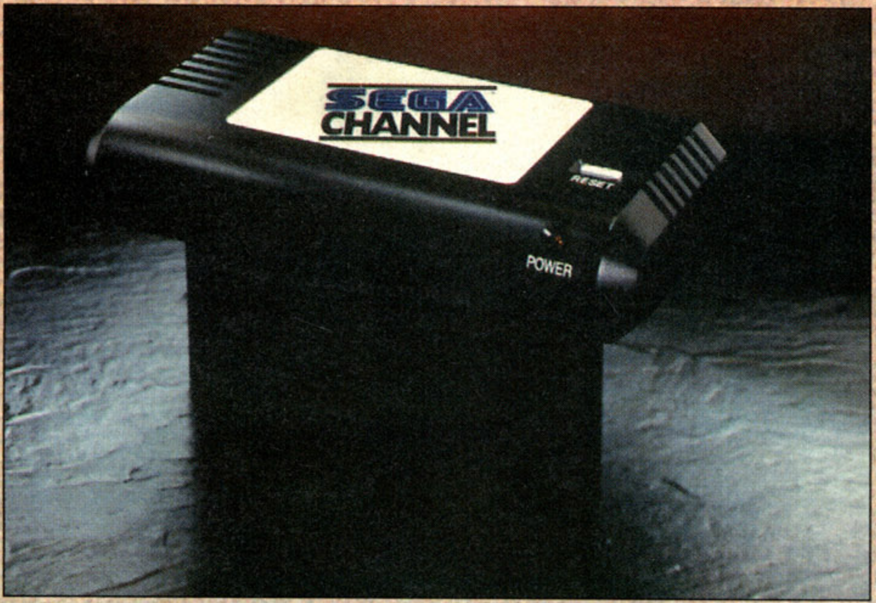
Able Cable

The Sega Channel is a partnership between Sega of America and the two biggest cable TV operators, TCI and Time Warner. After successful beta testing in a dozen U.S. cities last year, this innovative service is now established in 81 metropolitan areas. It's currently available in such cities as Pittsburgh, Houston, and Denver, and it's making its way across the nation (see sidebar).

To tune into the Sega Channel, you need a Genesis, but gameplay varies from the traditional cartridge plug-n-play. Your local cable TV system provides a special adapter that plugs into the Genesis's cart slot and connects to the incoming cable feed. Setting up the Sega Channel service on one TV doesn't affect other cable connections you may have in the house.


HAPPY NEW YEAR
NOW PLAYING
TEST DRIVES
THE ARCADE
SPORTS ARENA
SWORDS N SPELLS
SUPER SIMS
THE THINK TANK
FAMILY ROOM
EWJ RACE
NEWS LINK
GAME GUIDE

The graphics, like this New Year's-oriented selection screen, are themed to the month.


SEGA CHANNEL
RESET
POWER

When you plug the Sega Channel adapter into your Genesis, you access a library of 50 games.

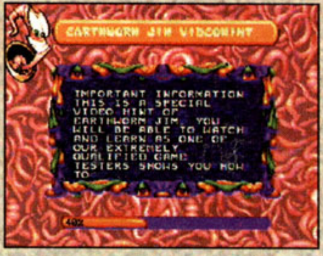
When the Genesis unit is turned on, the special adapter locks in on the Sega Channel signal off the incoming cable feed. You then see a cursor-driven menu of selections on your TV screen. The menu choices include Test Drives, which is a selection of game demos; Sports Arena, a series of athletic challenges; and Family Room, which includes games for every member of the family.

At the Wheel

After you choose a game to play from one of the categories, it takes less than a minute to pull the game out of the Sega Channel's constantly flowing signal, a 62-megabyte "datawheel" that holds all of the month's game selections, and load it into the adapter's 24 megabits of memory. At that point, you can play the game as often as you'd like – it stays resident in the adapter until you shut off the Genesis unit or load another game.

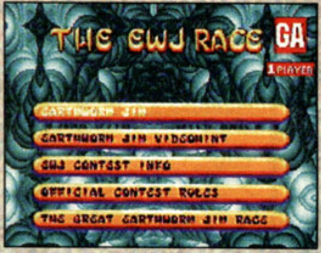
Each month, the roster changes to provide up to 50 selectable Genesis games. Titles are also being licensed from such publishers as Electronic Arts, Capcom, Playmates, and Konami, so that well-known games like Urban Strike, Lethal Enforcers, and Ballz will be available to subscribers in addition to games developed by Sega.

Some games on the Sega Channel will be exclusive titles for sub-

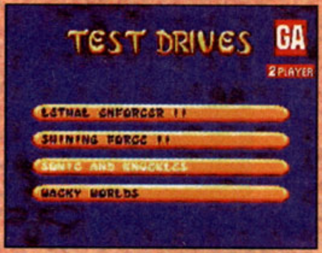

EARTHWORM JIM VIDCOHINT

IMPORTANT INFORMATION
THIS IS A SPECIAL
VIDEO HINT OF
EARTHWORM JIM. YOU
WILL BE ABLE TO WATCH
AND LEARN AS ONE OF
OUR EXTREMELY
QUALIFIED GAME
TESTERS SHOWS YOU HOW
TO

Even as the game loads, you get information in a window to keep you busy.


THE EWJ RACE
GA
1 PLAYER
EARTHWORM JIM
EARTHWORM JIM VIDCOHINT
EWJ CONTEST INFO
OFFICIAL CONTEST RULES
THE GREAT EARTHWORM JIM RACE

Browse the News Link for upcoming contests and promotions, like The Great Earthworm Jim Race.



Pick a selection from the main menu to bring up a list of games. When you highlight a game, you see the game's rating and the number of players it supports.

scribers, such as the recent premiere of Mega Man: The Wily Wars, which isn't available on store shelves. Other games you'll find are altered to fit the adapter's memory. For instance, Super Street Fighter II's 40 megabits were trimmed by removing some of the characters. The Channel's also purchasing games that were completed but not released.

A couple of gamers get some time on the Sega Channel.

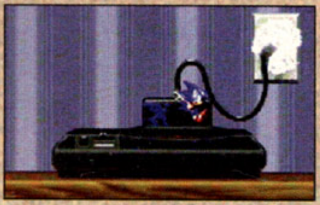
A Video Hints option in the game menu shows you how to get through certain parts of a game. Nothing like getting behind the wheel and having a roadmap to get you there.

A Nose for News

Aside from games, the Sega Channel has two other areas you can peruse. The Game Guide lists available games and provides information for new subscribers, including passwords and codes.

News Link is where you can find more game cheats, as well as information about upcoming contests, promotions, and other news. For instance, a specially programmed version of Earthworm Jim gave gamers the opportunity to win a free trip for two to Los Angeles to meet Earthworm Jim's creators.

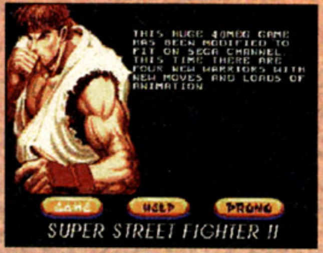
To keep you occupied, you also get a flow of news while the game is loading.



The startup screen

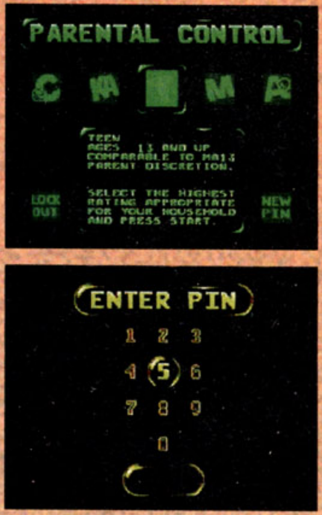
Cut to the Chase

Perhaps the best part about this new way to play video games is the cost: The service has a monthly fee of $12.95–$14.95 with no limit on your playing time. Also, for concerned parents, the Parental Control feature restricts or totally blocks access to games with certain ratings.



THIS HUGE 40MEG GAME HAS BEEN MODIFIED TO FIT ON SEGA CHANNEL. THIS TIME THERE ARE FOUR NEW WARRIORS WITH NEW MOVES AND LOADS OF ANIMATION

Each game provides a description and a series of choices for you to pick from.



TEEN
AGES 13 AND UP
COMPARABLE TO MA13
PARENT DISCRETION.

SELECT THE HIGHEST RATING APPROPRIATE FOR YOUR HOUSEHOLD AND PRESS START.

The Parental Control feature permits adults to limit what games come down the wire.

TV or Not TV

The Genesis won't last forever, not with more powerful systems just around the corner. But because the upcoming Saturn is a CD-based system with the potential for games about 200 times bigger than the Genesis, it's not likely we'll be seeing a Saturn Channel soon – game delivery would take too long. With more than 15 million Genesis units in U.S. homes, the Sega Channel expects to extend the system's lifespan and provide low-cost entertainment to its owners.

By the end of 1995, Sega Channel execs say the service should be available to more than 30 million homes and estimate 1 million cable viewers will also be Sega Channel subscribers. Folks at the Sega Channel are also talking to the developers of the XBand modem at Catapult about adding the capability for two players to download a game and play against each other via XBand modems.

Choose a game and play to your heart's content.

Check with your local cable company to see when the Sega Channel will be coming to your area. Expanding your Genesis library may be as easy as turning on your TV. **G**

Coming to A Station Near You

At press time, the Sega Channel is expected to be available in the following locations as of March. Call your local cable company for availability. If you have any other questions, contact the Sega Channel at 402/537-3637.

Birmingham, AL; Pima County, AZ; Tucson, AZ; Alameda, CA; Contra Costa/Pleasanton, CA; Cupertino, CA; Fremont, CA; Hayward/San Leandro, CA; Pacifica, CA; Palo Alto, CA; San Jose, CA; San Mateo, CA; Santa Cruz, CA; Sunnyvale, CA; Walnut Creek, CA; Denver, CO; Branford, CT; Hartford, CT; West Hartford, CT; New Castle, DE; Wilmington, DE; Athens, GA; Barrington, IL; Batavia, IL; Campton, IL; Chicago Heights, IL; LaPorte, IL; Lasalle, IL; Lisle, IL; Skokie, IL; Valparaiso, IL; Villa Park, IL; Bloomington, IN; Dyersburg, IN; Indianapolis, IN; South Bend, IN; Great Bend, KS; McPherson, KS; Wichita, KS; Baton Rouge; LA, Anne Arundel/Baltimore, MD; Johnstown, ME; Charlotte, MI; East Lansing, MI; Grand Rapids, MI; Arnold, MO; St. Charles, MO; St. Louis, MO; Rankin County/Pearl, MS; Gastonia, NC; Keene, NH; Nashua, NH; South Jersey, NJ; Reno, NV; Brookhaven, NY; Buffalo, NY; Jamestown, NY; Lancaster, NY; Mt. Vernon, NY; Rochester, NY; Rockland, NY; Muskogee, OK; Tulsa, OK; Portland, OR; Milwaukee, OR; Coatesville, PA; Delaware County, PA; Hamburg, PA; Hershey, PA; Jamison, PA; King of Prussia, PA; Lancaster, PA; Marietta, PA; Norristown, PA; Pittsburgh, PA; Pottstown, PA; Sellersville, PA; Sioux Falls, SD; Beaumont, TX; Houston, TX; Cheyenne, WY.

SPECIAL FEATURE

Surf's Up!

Online Video Game Information, Part 1

Maybe it's time you used your thumbs for more than punching buttons!
If you cruise into the worldwide computer networks, you'll find all sorts of mouth-watering game info.

By Manny LaMancha

[Part One of this two-part feature focuses on information about games from game companies. In the next issue, Part Two will help you track down tips and tactics.]

Instant game information is only keystrokes away if you have access to a personal computer and are connected to such online computer networks as the Internet, CompuServe, and America Online. Whatever your need – a level-select code, tactics to beat a boss, or a release date for an upcoming game – you can find game developers and fellow gamers online to help.

Gamers aren't the only ones exploiting the power of the so-called information superhighway – game companies are racing to set up shop on the cyberspace byways. The rush to "get wired" means more information will be available to news-hungry gamers.

Byte into the Internet

The latest rage on the Internet is the World Wide Web (Web), an online medium where companies set up "pages" with information about their products (see sidebar below). A Web browser provides simplified point-and-click navigating, so you can get up to speed instantly.

Sega and Rocket Science Games recently jumped into the Web; still other companies are establishing their own pages. The companies' Web pages offer fresh information on their products, along with screen shots of games, contests, and even products you can buy.

Some companies also share information with players on the game-related Usenet newsgroups and mailing lists. This info may be a press release for an upcoming game, but often company representatives dole out game codes, discuss strategy, and even post job offers.

Pay-For-Play Nets

The commercial networks – CompuServe, America Online, and Delphi – are also a hotbed of gaming info. While they generally cost more to access than the Internet, they're still a worthy source of game info. Some companies, such as Nintendo and Sega, have created their own forums that enable gamers to communicate with company reps and game producers. Others, like Capcom, have joined existing forums, such as CompuServe's Video Game Publishers Forums. Some company forums also provide hint files, game graphics, and message boards.

Game-related companies, such as Galoob, the creator of the Game Genie, are also active on the networks. Galoob's

The Company Connection

Companies can be found on the major computer networks at the addresses listed below.

Internet

Check out these newsgroups:
rec.games.video.misc
rec.games.video.3do
rec.games.video.atari
rec.games.video.cd-i
rec.games.video.nintendo
rec.games.video.sega

World Wide Web

Sega, Rocket Science, Sony Electronic Publishing, and Time Warner Interactive currently have Web pages at the addresses below:

Sega
http://www.segaoa.com

Rocket Science
http://www.rocketsci.com

Sony Electronic Publishing
http://www.sony.com/sepc/index.html

Time Warner Interactive
http://www.pathfinder.com/twi

CompuServe

CompuServe has forums for Nintendo and Sega, in addition to two Video Game Publishers Forums (Group A and Group B), each currently listing the companies below:

Group A
Accolade
American Laser Games
Data East
Electronic Arts
Galoob (Game Genie)
Koei
Konami
Spectrum HoloByte
SquareSoft
Takara
Working Designs

To reach these companies, type **GO VIDAPUB**

Group B
Activision
Capcom
GameTek
Interplay

To reach these companies, type **GO VIDBPUB**

Nintendo's forum:
Type **GO NINTENDO**
Sega's forum:
Type **GO SEGA**

America Online

Game companies each have their own forum. Here's a list of company keywords we found:

3DO	
ACCOLADE	
ACTIVISION	
ATLUS	
CRYSTAL	(Crystal Dynamics)
DISNEY	(Disney Interactive)
GAMETEK	
INTERPLAY	
LUCAS	(LucasArts)
MINDSCAPE	
SPECTRUM	(Spectrum HoloByte)
TWI	(Time Warner) Interactive)

Glossary of Online Terms

Browser – The software you need to link to the World Wide Web over an Internet connection.

E-mail – Electronic mail, or e-mail, is the process that sends a text message through the Internet to another user.

Home page – A magazine-like page that appears onscreen when you connect up to a World Wide Web site.

Internet – A noncommercial network that links computers worldwide. It's estimated to have 20–30 million users.

Mailing list – A series of messages on a particular topic that are automatically routed to your e-mail box. For example, you could join a Super NES mailing list.

Newsgroup – A messaging board on Usenet where various topics are discussed. Game newsgroups have names like rec.games.video.sega and alt.games.sf2.

Usenet – A series of message boards, called newsgroups. Each newsgroup covers a specific topic from various categories (like "rec" for "recreation" and "comp" for "computer").

World Wide Web – The Web is the area of the Internet that supports multimedia.

Getting Wired

You need a computer with a modem that's connected to a phone line.

America Online – Costs $9.95 a month, which includes five free hours. Each hour after the first five costs $2.95. Call 800/827-6364 for info and free AOL software.

CompuServe – Costs are $9.95 per month for unlimited use of basic services, but forums and other services tack on a charge of $4.80 per hour. Call 800/848-8199 to sign up.

Delphi – Delphi has discount plans, and you can also sign up for a ten-hour trial run by dialing 800/365-4636 on your modem. The Username prompt then automatically enters JOINDELPHI. At the Password prompt, type `IP33`. Or call 800/695-4005 for information.

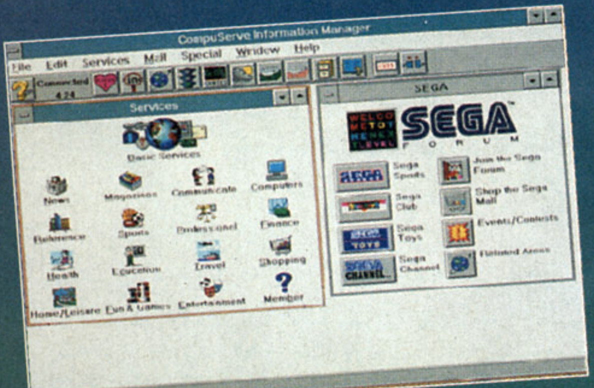
Internet – Costs can be as low as $10 a month for dial-up access. Your best bet is to talk to someone at a computer store or check a computer-related publication.

available through CompuServe, providing a large library of Game Genie codes.

If you like your information straight from the horse's mouth, a real-time conference is the place for you. Live, interactive, and fun, real-time conferences enable you to ask pointed questions and get the lowdown directly from game producers like Ed Boon, co-creator of Mortal Kombat, and industry executives like Howard Lincoln, president of Nintendo. How's that for immediate information?

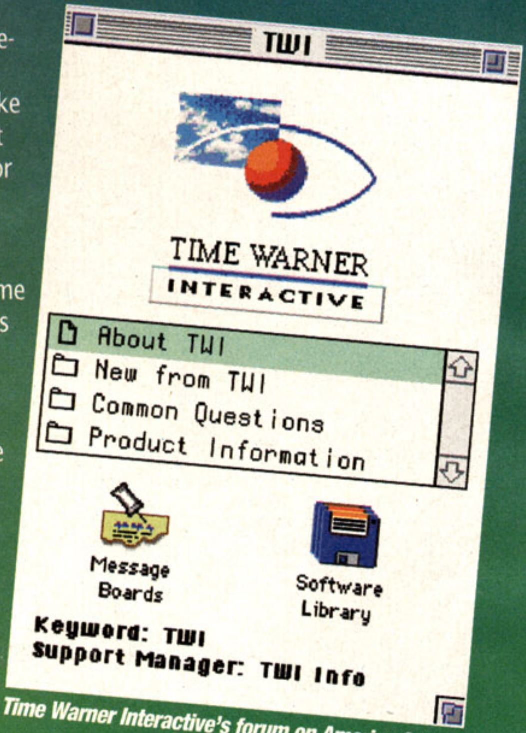
Wire You Waiting?

What better source for game info than the game makers themselves? They aren't willing to divulge everything about their games, however. That's where the players come in. Next issue, we'll catch a ride to the places where players talk to each other on the networks, take a shortcut to find move lists and other helpful game info, and show you how to avoid potholes if you want to subscribe to game-related online mailing lists. Until then, fire up your modem and start cruisin'. **G**



CompuServe Information Manager
File
Edit
Services
Mail
Special
Window
Help
Connected
4:24
Services
Basic Services
News
Magazines
Communicate
Computers
Reference
Sports
Professional
Finance
Health
Education
Travel
Shopping
Home/Leisure
Fun & Games
Entertainment
Member
SEGA
WELCOME TO THE NEXT LEVEL
SEGA FORUM
Sega Sports
Join the Sega Forum
Sega Club
Shop the Sega Mall
Sega Toys
Events/Contests
Sega Channel
Related Areas

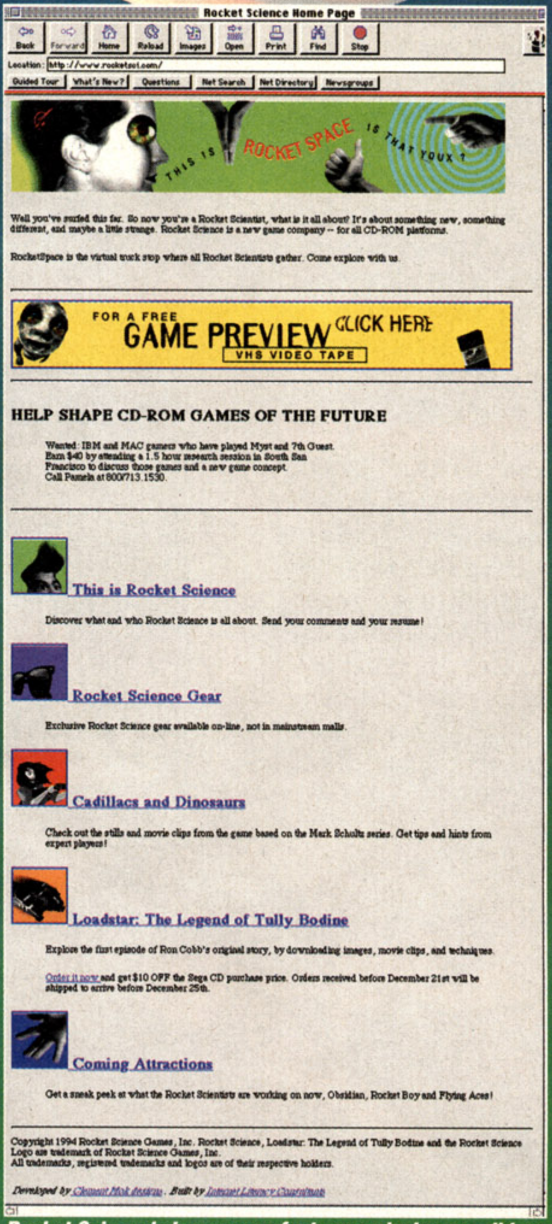
Sega recently set up a forum and a store on CompuServe.



TWI
TIME WARNER
INTERACTIVE
About TWI
New from TWI
Common Questions
Product Information
Message Boards
Software Library

Keyword: TWI
Support Manager: TWI Info

Time Warner Interactive's forum on America Online.



Rocket Science Home Page
Back
Forward
Home
Reload
Images
Open
Print
Find
Stop
Guided Tour
What's New?
Questions
Net Search
Net Directory
Newsgroups
THIS IS ROCKET SPACE IS THAT YOUX ?
FOR A FREE GAME PREVIEW CLICK HERE
VHS VIDEO TAPE

Location: http://www.rocketsci.com/

Well you've surfed this far. So now you're a Rocket Scientist, what is it all about? It's about something new, something different, and maybe a little strange. Rocket Science is a new game company -- for all CD-ROM platforms.

RocketSpace is the virtual truck stop where all Rocket Scientists gather. Come explore with us.

HELP SHAPE CD-ROM GAMES OF THE FUTURE

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Rocket Science's home page features a design as wild as its games and advertisements.

SPECIAL FEATURE

ON LOCATION

WeaponLord:

Testing, Debugging, and Balancing

The WeaponLord project is almost complete–for GamePro as well as Namco and Visual Concepts. All that remains is exterminating those nasty bugs.

By Slasher Quan

We've traced the development of WeaponLord over several months, covering its design, programming, gameplay, and art development. As WeaponLord nears completion, one of the most important tasks remaining is to ensure that it's free of bugs and as fair and balanced as possible. That job lands the WeaponLord team in the crazy world of game testing.

A Debugging Raid

Visual Concepts, the game's developer, relies on Namco's testing department for feedback on bugs. A bug is anything that causes the game to do the unintended. It can be as simple as the game crashing and resetting or as complex as a series of moves that take off too much (or too little) damage.

Visual Concepts (VC) and Namco's game testers are so joined at the hip that, at least three times a week, VC modems a new version of the game to Namco. Namco receives the code, burns it onto an EPROM board, and distributes it to its ten testers.

Make It Crash, I Dare You

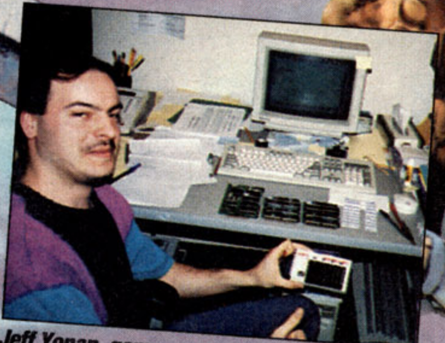
According to Jeff Yonan, Namco's most experienced tester, the best way to test a video game is to try the unexpected. Do things and make moves that the programmers probably never thought about, he says, and you'll probably find areas of the game that have problems with programming and cohesiveness. The testers' most important job is to try to make the game crash as much as possible.

WeaponLord, however, is supposed to be a hardcore

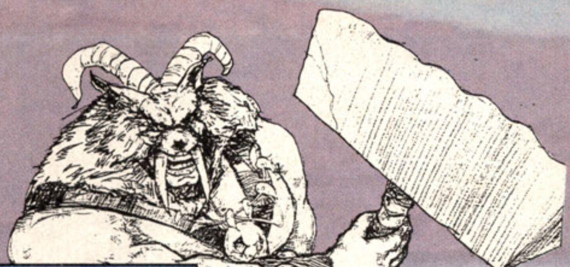
It ain't easy being WeaponLord!

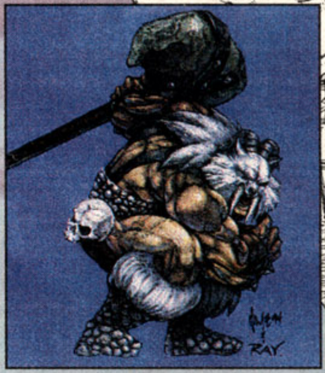
Jason "Jay Rasta Fighter" Cole, one of the top Street Fighter players in Northern California, is quickly becoming a WeaponLord pro.

Fred Corchero, a WeaponLord tester, likes to put down the DemonLord.



Jeff Yonan, game counselor, burns another WeaponLord EPROM for testing.





Bane carries a big mallet, but testers found the damage he causes didn't match his formidable appearance.

The team spends long, late hours at the screens to fine-tune WeaponLord's gameplay.

one-on-one fighter designed for expert players. So who could test it better than top-ranked Street Fighter players?

Producer/Designer James Goddard went scavenging at a top Street Fighter arcade: Golfland in Sunnyvale, California. He hired Jason "Jay Rasta Fighter" Cole and Jerald Guess, two of the top-ranked players in the weekly SF tournaments.

As expert SF players, these guys know what to look for in a fighting game. Beyond bugs, the team digs for perpetual combos, too-cheap tactics, unrealistic ranges, characters who are too powerful or too weak – anything that makes the game unfair and unbalanced.

From Test Screen to Design

Can testers become involved in the game-design process? Definitely. Fred Corchero is a temporary tester for WeaponLord. Goddard and Producer/Designer David Winstead included Fred in a brainstorming session about the game. Corchero then developed 40 move ideas, including Divada's teleportation and her ability to use her orb as a weapon.

Once WeaponLord is near completion, plans call for it to be installed in an arcade cabinet and sent to Golfland in Sunnyvale for hands-on player reactions. That's a stiff test for a game that's intended for the SNES and Genesis, but Goddard and Winstead want as much player feedback as possible. WeaponLord's still on track for a June 21 release – look for it! G

The Testers Talk Back

Namco's WeaponLord testing team (from left to right): Matt Macchia, Todd Pifer, Chris Pugh, Jeff Erickson, Jerald Guess, Fred Corchero, Jason Cole, Anthony Constantino, and Mateo Rojs

The crew that put WeaponLord through its paces discusses the trials and tribulations of game testing.

GamePro: How do you think WeaponLord compares to Street Fighter?

Jerald Guess: *There's more to WeaponLord strategy than just waiting around and throwing fireball after fireball. WeaponLord's different, but it has just as much strategy as SF.*

GP: How have you been involved in tweaking the design?

Jason Cole: *One thing we suggested that they get rid of was dizzies. They didn't really go with the game because the big combos could always dizzy someone.*

GP: What's an example of an obscure bug?

Jeff Erickson: *There was one bug where you'd use the same move over and over to wear a fighter down to no energy, then you'd pull a different move to kill them, and the game would crash.*

GP: What specifically do you look for when you balance the game?

Chris Pugh: *Range, speed, and damage. Moves that have no range, no speed, and do no damage are weak.*

Mateo Rojs: *For example, Bane is not a finished character, so some of his moves don't have the damage and range that they will in the final version.*

James Goddard: *Balancing is a real challenge because often the testers will find problems with characters we haven't even touched yet.*

GP: Are you guys finding combos that not even the game's designers know?

MR: *We found a seven-hit, a nine-hit...we even found a 13-hit combo with Jen-Tai! It won't be in the final version because it's perpetual.*

CP: *I found a 1000-hit combo with Bane...that's obviously gotta go.*

GP: What's the cheapest thing about WeaponLord?

JC: *Like Korr, he can get you in the corner and do his Double Flame Strike, which will go through your block and hit you. Of course, you can double Thrust Block it, but then he could wait for the Thrust Block and trip you. This is more of a psych strategy than a true cheap.*

GP: Do you guys get along with each other?

Anthony Constantino: *We're not exactly the best socially. Picture a bunch of men in a small room with the temperature fluctuating from freezing cold to burning hot. We beat on each other in the game all day, and there's instigators, people who brag when they win. People keep pushing each other's buttons...but it's still a lot of fun.*

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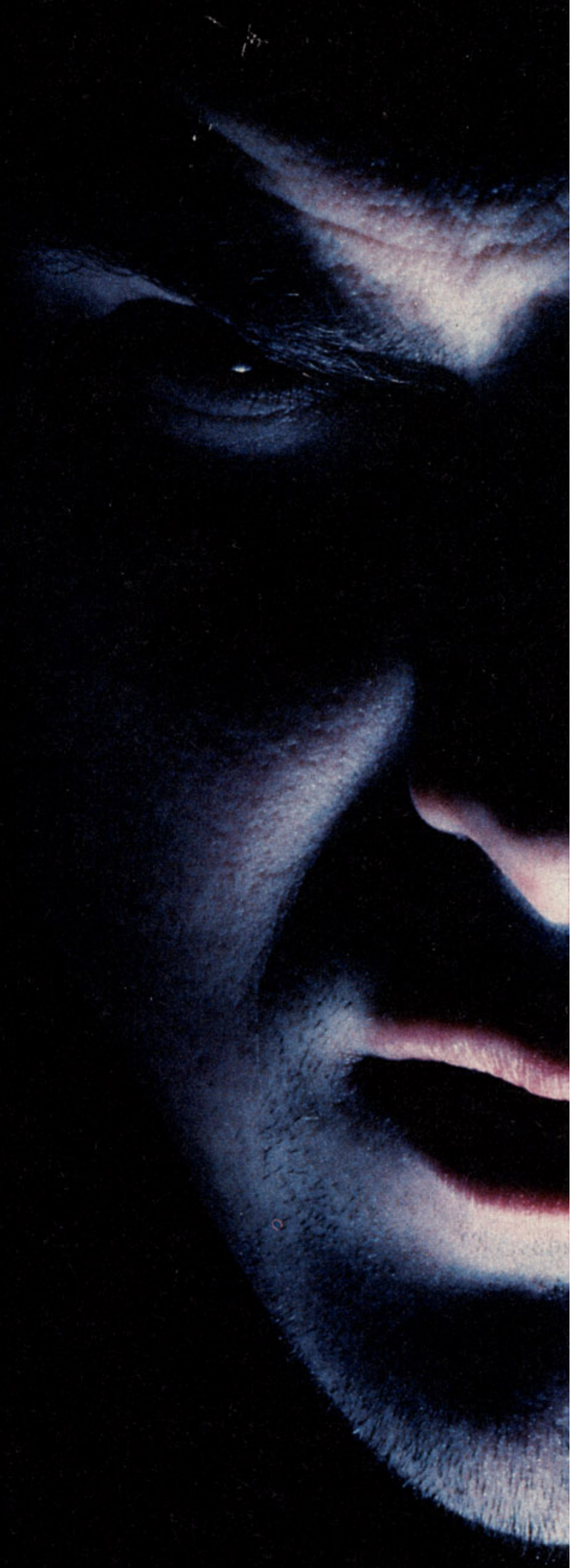

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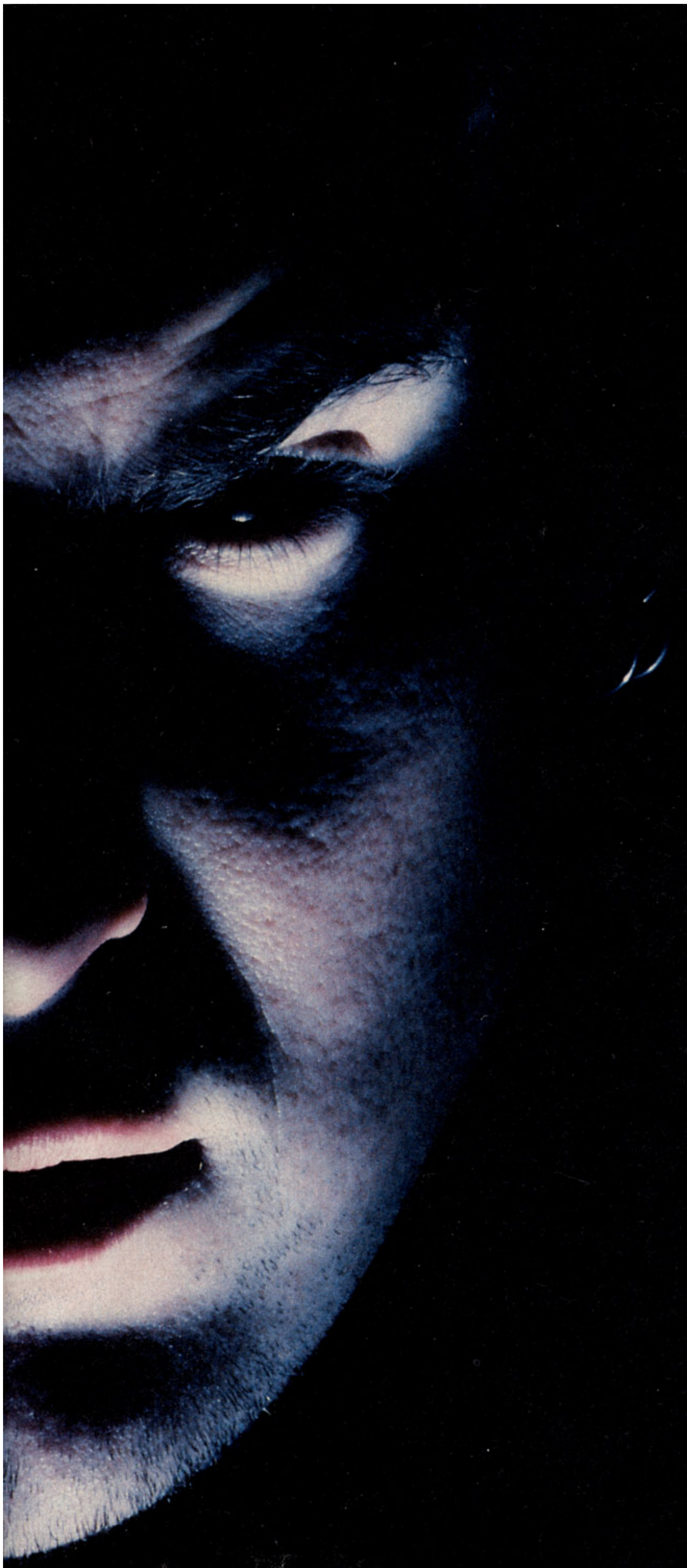

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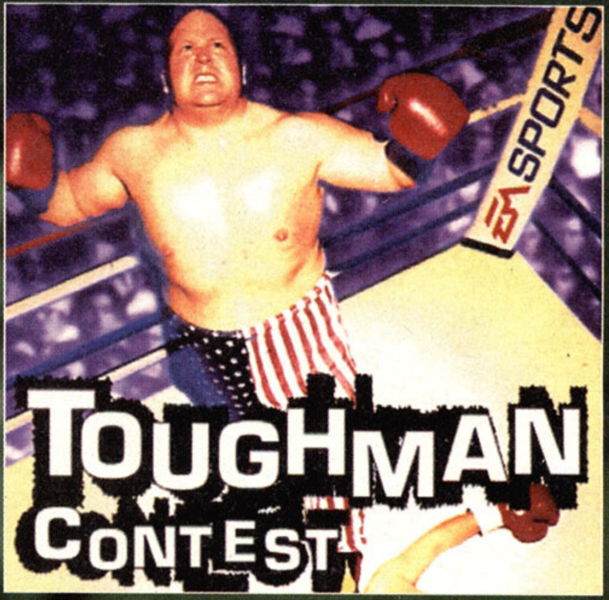
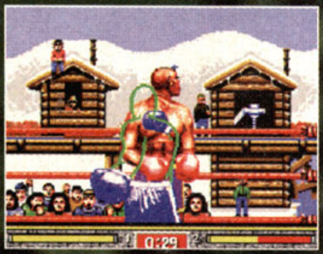


TOUGHMAN CONTEST

By Tommy Glide

Keep your guard up because Toughman brings the art of boxing to a fierce new level of Genesis competition. Featuring a behind-the-boxer view, Toughman Contest plays like Super Punch-Out! but incorporates a wide range of special moves and combos normally found in good side-view fighting games.



***PROTIP:* Chain together Power Punches for highly effective combos. To really spin your opponent's head, let loose with a Power Hook, then a Back-Handed Slap.**

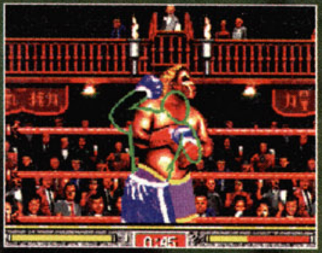
Raging Bulls

Based on the real Toughman Contest, this game features similar tournament-style action. You begin by entering the regional tournament where untrained brawlers square off in three-round matches.

The regional winner progresses to the championship in hopes of becoming Toughman world champion. With a choice of 24 contenders, you can compete in a one- or two-player exhibition match, set up a tournament, or enter the Toughman contest directly.

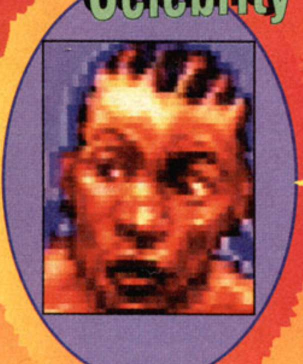
Technological Knockout

Because there are a whopping 32 megs packed into this cart, it's easy to understand why these dirty fighters look so

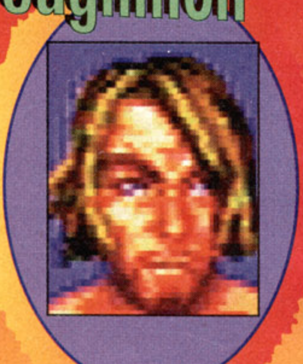


***PROTIP:* When you land a hook, you'll stun your opponent long enough to land two more hooks with the same hand.**

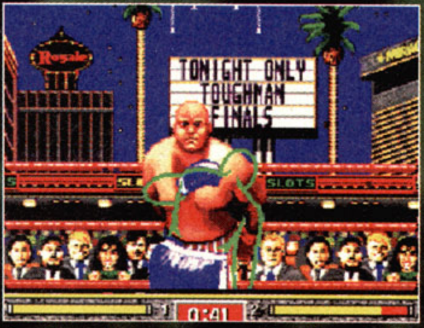
Celebrity Toughmen



Coolio sends his opponents on a fantastic voyage.



Never mind the other tough guys – P.J. Rock comes out looking to take someone's head off.



Toughman fans may recognize this real-life two-time world finalist, Butter Bean. Watch out for the Bean's deceiving chin taunt. He's one tough boss!

Genesis Game ProFile

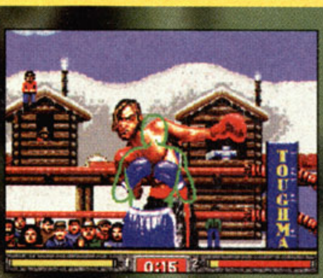
Toughman Contest

(By EA Sports)

TEEN T AGES 13+ **With 32 megs of deep gameplay and super graphics, Toughman KOs the competition.**

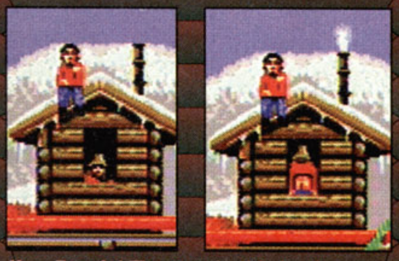
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	5.0	INT. Intermediate

$64.95	24 challengers
32 megs	Multiple views
Available now	Multiscrolling
Boxing	Passwords
2 players	



***PROTIP:* When the opponent throws a flurry of hooks, dodge them and immediately counter with multiple uppercuts.**

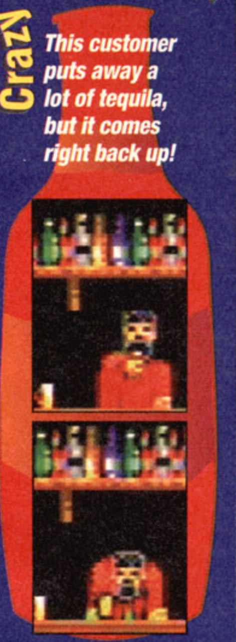
Crazy Backgrounds!

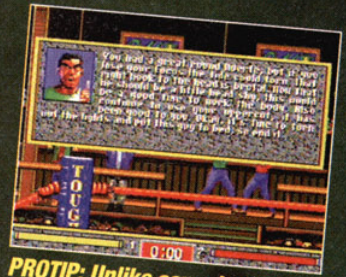


Hey, Beavis! The man in this log house will, er...show you his butt.

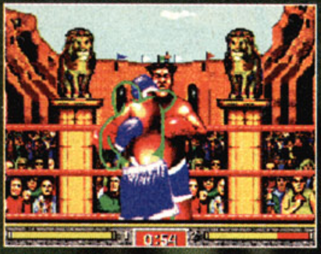
Crazy Backgrounds!

This customer puts away a lot of tequila, but it comes right back up!

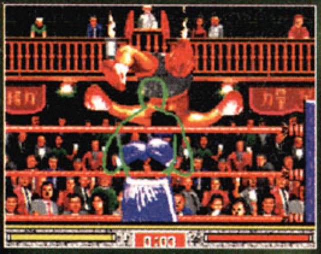




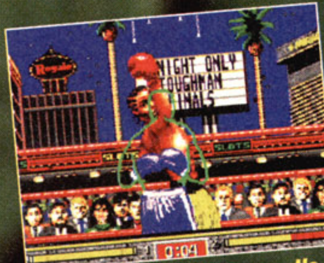
***PROTIP:** Unlike some boxing games, your cornerman gives you helpful advice. Turn to him when you're having trouble.*



***PROTIP:** An easy, effective combo is a regular uppercut followed by a Haymaker Power Punch.*



***PROTIP:** When your opponent is dizzy or almost out of energy, knock them out of the ring with the Super Uppercut.*



***PROTIP:** Dodge an opponent's Power Punch, and he freezes for a moment. Nail him with a Power Punch of your own.*

clean onscreen. Each challenger has his own distinct look, and the animation is superb.

The backgrounds are a little hokey, but they're funny. If you look closely, you'll see some hilarious things going on back there.

You also hear great bout noises, such as the clearly ringing bell, the referee's voice for the ten-count, and the whoosh and smack of a punch landing.

The good music on the menu screens gets you psyched for the fight.

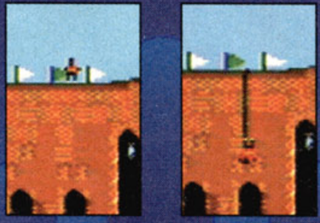
Custom Delivery

The sharp control and the array of custom Power Punches separate Toughman from other boxing carts. Players can equip their fighter with 3 of 14 Power Punches, ranging from haymakers to head butts. Be careful when throwing these punches – if you miss, your opponent can hit you twice as fast as normal for a short time.

Toughman stands tall in the video game ring. Like Super Punch-Out!, the Toughman contenders fight harder as you progress through the ranks. Where the two games really differ, however, is in the two-player action, which Super Punch-Out! doesn't even have. For a pal-pounding good time, Toughman lets a second player fight as the opposition.

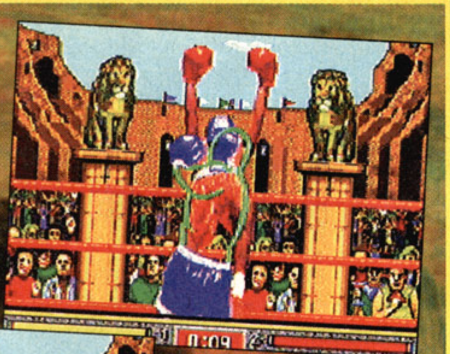
Fans of Greatest Heavyweights and Legends of the Ring will miss the famous faces and the build-your-own-boxer feature, but when the bell rings in the final round, the unanimous decision goes to Toughman. G

Crazy Backgrounds!

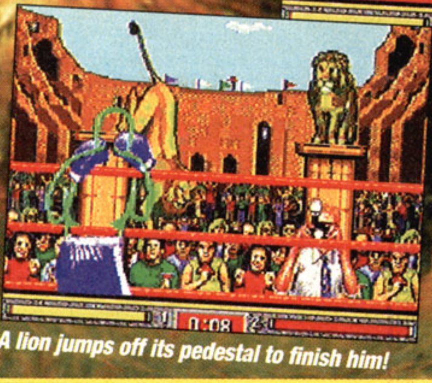


Watch for this bungee jumper on the back wall of the Coliseum.

Feed the Lions!



Fight in the Coliseum and prepare to TKO your opponent. On the third knockdown, you must knock them out of the ring. A Super Uppercut or Windmill Wind Up will do the job.



A lion jumps off its pedestal to finish him!

By Scary Larry

Solid platform gaming and long levels will make this version of Stargate a favorite for diehard action enthusiasts. In this titanic pyramid buster, you'll find that the Marines don't just land on the shores of Montezuma.

The Sand Played On

Stargate is loosely based on last year's flick. You play as Colonel Jack O'Neil, a career Marine who's sent to help scientist Daniel Jackson search out a culture similar to that of ancient Egypt. The only setback is that the culture exists on a planet a million light-years from Earth, and it's only accessible through a Stargate. In addition, Colonel O'Neil has his own agenda: to detonate a nuclear weapon and destroy the Stargate once he discovers what's at the other end.

At the beginning of the game, you quickly become separated from your crew, only to find that the workers on this new planet are rebelling against their masters. You side-scroll through the levels, searching for your men, supplies, weapon power-ups, and more while blasting the enemies you encounter. Count on rescuing Daniel Jackson a few times, too.

Genesis Game ProFile

Stargate

(By Acclaim)

KIDS TO ADULTS K-A

Sand, sun, and...aliens? Stargate takes you a million light-years from home and brings back excitement, mystery, and fun.

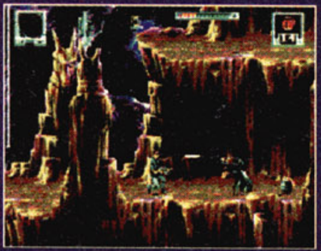
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	3.5	4.5	Adjustable

$64.95	12 missions
Available now	Side view
Action/adventure	Multiscrolling
1 player	Passwords

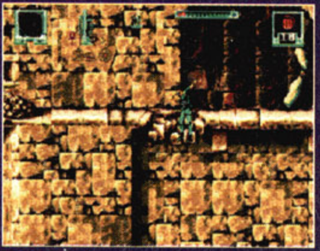
Dune with a View

Good graphics make for a good visual adventure. The well-illustrated ancient Egyptian settings vary between houses, caves, and pyramids. Your sprite moves fluidly, much like Ripley in Alien 3.

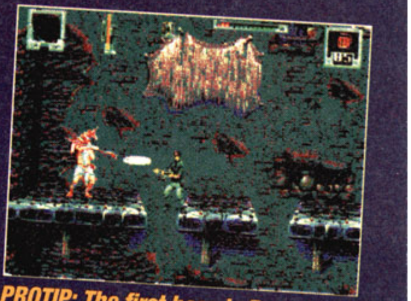
The enemies you face, however, are disappointing in their visual banality. Boring beetles, flying beetles, and guards make up the majority of the opposition.



PROTIP: Crouch for protection from the beams the Beetles shoot at you.

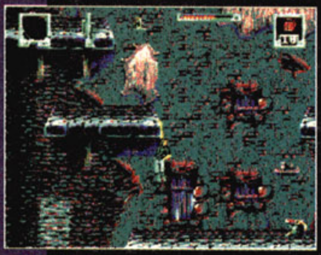


PROTIP: Look out for unusual patterns in the floor. They sometimes indicate a long fall that will kill you.

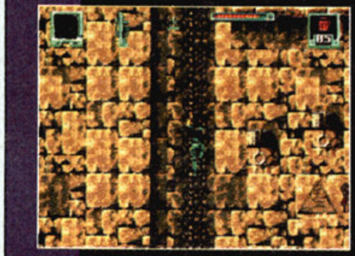


PROTIP: The first boss is Ra. Just below this battleground are three grenade containers and three life bars. Toss grenades, avoid Ra's projectiles, and fill up on health when you're low.

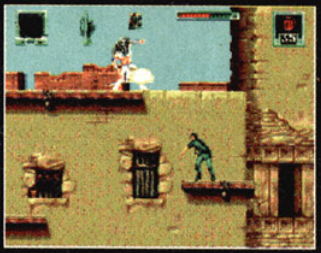
The fairly funky music serves up Tut-struttin' disco in every level. The sound effects are average, but there's only so much you can do with a constant machine-gun noise.



PROTIP: To avoid deadly long falls, hang from a ledge and scout the ground below.



PROTIP: Sometimes you can grab onto outcroppings or unusual backgrounds.



PROTIP: The only useful weapon against guards is grenades.

PROTIP: Study suspicious openings in the background to find entrances to rooms or caves.

The control can be as confusing as reading hieroglyphics. With one button, you jump and release from hanging ledges, with another you shoot, and with yet another button you run and throw grenades. You'll waste a lot of grenades before you get the controls down.

The Miracle Nile

Stargate will definitely not disappoint adventure fans or players who are looking for an exciting platform piece with purpose. With its long-lasting playing power, Stargate would keep you occupied for a voyage across a million light-years. G

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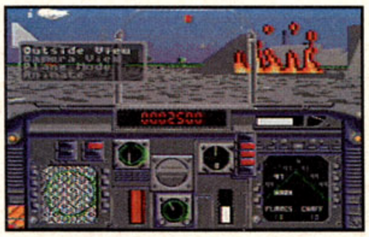

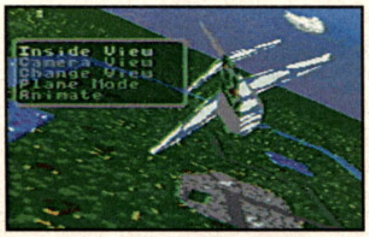

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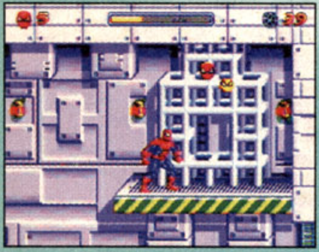
By Captain Squideo

Some spiders just refuse to be squished. Acclaim recycles its favorite arachnid once again, and while it's not truly great action and adventure, Spidey's latest Genesis game has enough bite to keep you playing.

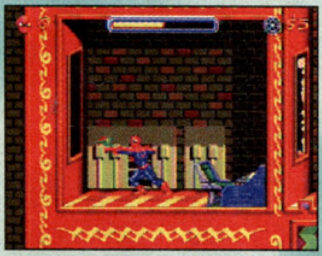
Spider Sense

This game is a comic-book fan's dream because it boasts more famous cameo appearances than the Oscars.

Spidey's searching through New York for a large gang of superbullies, among them Venom, Rhino, Green Goblin, and Ravencroft. You'll battle through Coney Island, sewers, and downtown buildings before you're through.

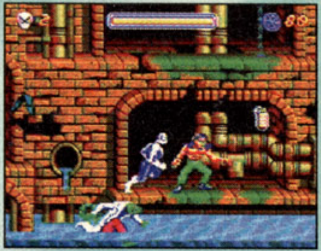


PROTIP: Before you confront Doctor Octopus, snag these Spidey icons in the upper platforms of the lab. Nail the Doc with a few special weapons.



PROTIP: In Coney Island, break through the window and hit this wall switch to activate a moving platform above and to the right.

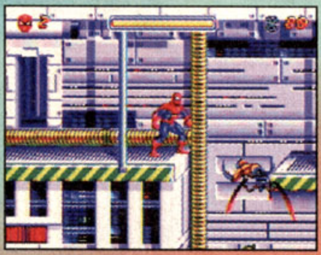
As usual, your hero web-slings and wall-crawls his way past trouble, but this time new weapons aid you. Scattered throughout the game are power-ups supplied by the Fantastic Four, whose guest appearance adds specialized shields and superweapons to your arsenal. Count the grenades and Web Bolts that Spidey also uses, and you have yourself one tough spider, man.



PROTIP: When Spidey's costume turns blue and white, he's temporarily invincible. Use the opportunity to charge attackers.

Spyin' on Spidey

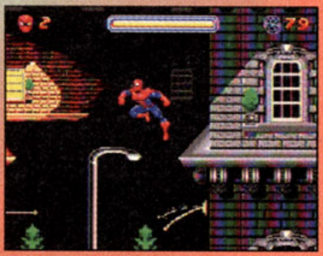
The graphics won't dazzle you, but they convey a good comic-book atmosphere and hold your interest. The sprites are big (though the villains aren't huge), and everybody is fast and nimble. Fine details, imaginative enemies, and strong colors fill the screen, making this game worth playing just to enjoy the decent visual surprises.



PROTIP: Position your enemies correctly, and you can knock 'em off platforms with only one hit.

By contrast, the sounds are fairly routine. An unintelligible theme song, standard sound effects, and no voices or growls amount to "been there, heard that."

Another sticky strand in Spider-Man's web connects to the controls. They're certainly versatile, giving you lots of weapons to choose from and lots of spider abilities to experiment with. But their accuracy is something else. Web-slinging is an acquired skill, wall-crawling never becomes automatic, and simply jumping forward from a doorway can sometimes test your patience.



PROTIP: Bounce off the horizontal flagpoles for extra lift.

Marvel-ous

This game adds to the long list of good, challenging, unspectacular games based on Marvel Comics' creations (it also adds some interesting biographical summaries of almost two dozen Marvel characters in its manual – give it a read). Spidey fans and action/adventure fans will agree: You can't keep a good spider down.

SPIDER-MAN

Genesis Game ProFile

Spider-Man

(By Acclaim)

KIDS TO ADULTS K-A AGES 6+

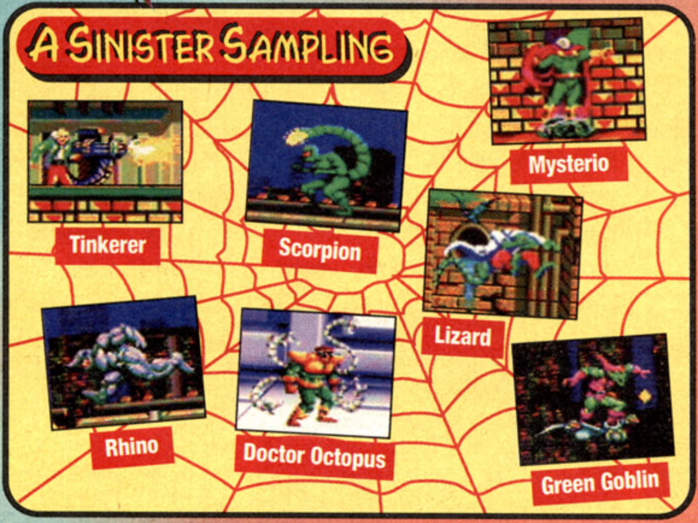
Spidey gets some new power-ups courtesy of the Fantastic Four and imaginative enemies courtesy of Marvel Comics in this solid action/adventure game.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.5	ADJ. Adjustable

$64.95
Available now
Action/adventure
5 levels

1 player
Side view
Multiscrolling

A SINISTER SAMPLING



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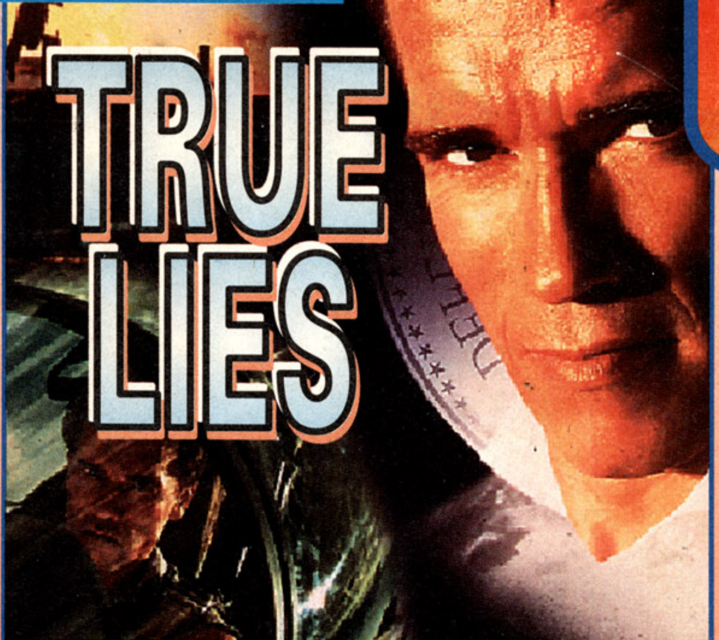


True Lies

By Captain Squideo

Arnold Schwarzenegger is back with a bang! After starring in the dismal Last Action Hero game, moviedom's favorite muscleman hits the Genesis in another movie-based cart. This one's explosive fun. No lie.

Film Fun

If you played the SNES version of True Lies, you'll know the Genesis game right down to its passwords. Once again you play as a gun-totin' agent blasting through ten mazes. The mazes and the plot echo the film, and you get movie stills between levels.

True Lies is similar to Soldiers of Fortune, including its use of that game's overhead view and multiple weapons. You plod through rooms and pathways, looking for guns and grenades to use, bad guys to blast, and medical boxes to scoop up.

Innocent bystanders mill around like lemmings, walking right into your shots. The continuous action gives shoot-em-up fans lots to like.

Absent Arnold

The overhead-view graphics are detailed and colorful, though the scrunched sprites may be too small for some tastes. Unlike the Last Action Hero game, which began with a giant Schwarzenegger logo, True Lies' graphics downplay Arnold's role. He's not in every cut scene, and there's no long intro to set up the movie's plot. In fact, you see more of Tom Arnold, who constantly appears to dispense advice.

The biggest disappointment is the sound. If you're going to reduce Arnold's visual presence, then you should pump up his vocals as compensation. Unfortunately, Acclaim delivers no voices other than muffled grunts from victims. Shots and reloading sounds ring clear, and propulsive music stirs the action, but there's nothing memorable.

True Grit

Efficient controls make this game fairly easy. Armed successively with a pistol, a shotgun, and an Uzi, you make short work of baddies without taking damage. Other exciting pick-up weapons include flamethrowers, grenades, and mines. The only control limitation is Arnold's slow speed, though his duck-and-roll maneuver imparts some, but not much, desperately needed mobility.

Don't get cocky after beating the early levels – True Lies gets harder midway through when extra lives are harder to find. But stay with it because you'll find fun everywhere. True Lies gives you plenty of bang for your buck. G

Genesis Game ProFile

True Lies

(By Acclaim)

TEEN T AGES 13+

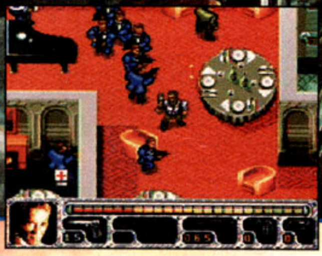
Fans of shoot-em-ups will like this good movie-based game, even if it is identical to the recent SNES version.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	ADJ. Adjustable

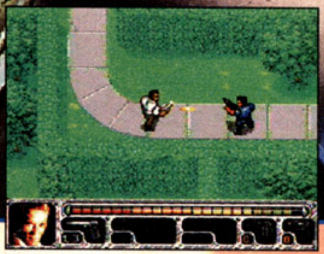
$64.95
Available now
Shoot-em-up
1 player

10 levels
Overhead view
Multiscrolling
Passwords

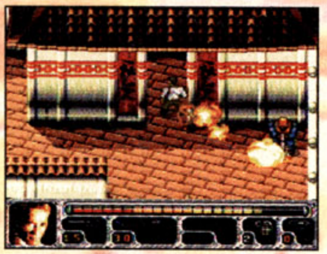
Somebody bring the marshmallows!



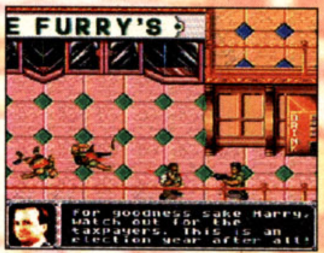
PROTIP: As in the SNES game, don't fire at the enemies in Stage One, and they won't fire at you.



PROTIP: Keep moving as you shoot oncoming attackers to make yourself a harder target to hit.

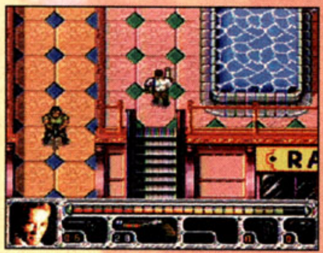


PROTIP: Don't try to outshoot anybody with a flamethrower. Just toss a grenade and get out of the way.

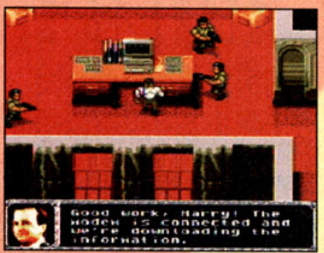


For goodness sake Harry, watch out for the taxpayers. This is an election year after all!

PROTIP: Watch out for innocent bystanders who wander into the line of fire. Drill three citizens, and you have to restart the level.



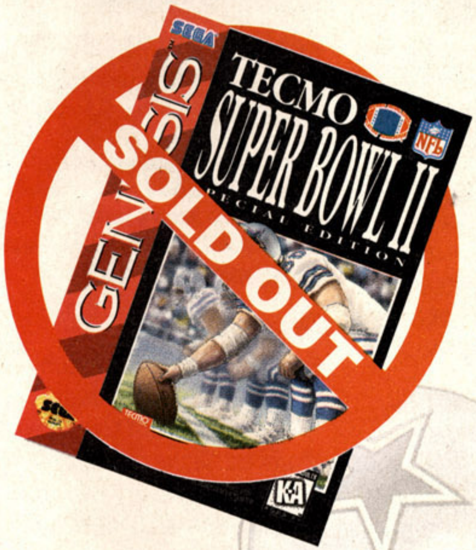
PROTIP: Be ready to shoot charging enemies when you go up escalators and stairways.



Good work, Harry! The modem is connected and we're downloading the information.

PROTIP: You don't need to shoot every bad guy in Level One – just get to the computer and down the stairs to the right as fast as you can.

A LETTER TO TECMO® GAME PLAYERS



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For those of you who were unsuccessful in your attempt to purchase a copy of Tecmo Super Bowl II: Special Edition, we at Tecmo would like to apologize for the time and effort which many of you spent and for any disappointment.

The production cycle for video games is around 3 months from the time an order is placed until a game is available at retail. The length of this cycle makes it very difficult for Tecmo to accurately predict demand for any game.

The demand for Tecmo Super Bowl II was much greater than we could have anticipated, and we sincerely apologize for any inconvenience. Unfortunately, Tecmo Super Bowl II is now sold out at most retail stores and will be discontinued in favor of a new fall release.

We are pleased to advise you of the planned fall release of Tecmo Super Bowl III: Final Edition. In addition to all of the great new features, Tecmo Super Bowl III will feature most of the changes in the NFL for 1995.

As the time for release of Tecmo Super Bowl III approaches, we will be inserting a SPECIAL RESERVATION FORM in most video game magazines, which you can take to your favorite participating video game retailer to help you reserve a game.

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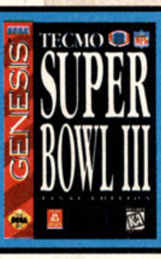

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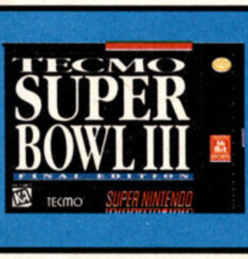

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KIDS TO ADULTS K-A

PROREVIEW

Genesis

By Scary Larry

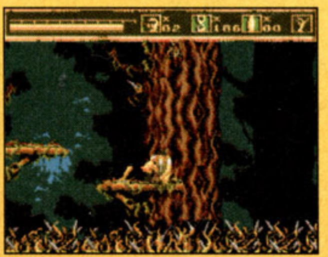
If you think this game is going to be any more exciting than the low-grade movie it's based on, think again. No Escape is less fun than its lackluster big-screen predecessor.

Dull and Duller

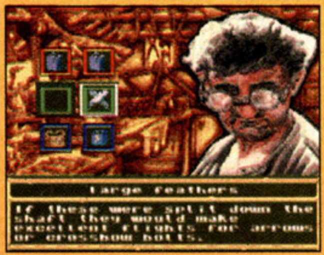
You're a political inmate on Absalom Island, a prison that's inhabited by both savages and civilized prisoners. The savages include tree dwellers, motorheads, techno warriors, and mole men. The civilized prisoners have various articles and artifacts that you use.

Gameplay revolves around creating weapons and tools by combining different items. For example, combining two Ion Pods gives you the Ruger grenade. You can trade for items, but you find most of them by searching the levels.

Unfortunately the awkward controls bring the action to a grinding halt. The menu system used for trading and building items is cumbersome, and the jump, punch, and kick controls are difficult even for intermediate gamers.



PROTIP: Protruding stems and levers in the Tree Dweller levels activate hidden platforms.



large feathers

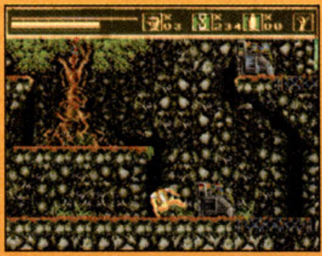
If these were split down the shaft they would make excellent flights for arrows or crossbow bolts.

PROTIP: Listen to what the prisoners say about each item. They clue you in on the item and tell you what else you may need.

Escape Clause

The graphics are long on style but short on substance. Flashback-style sprites interact in detailed but dull levels. The sprites mainly jump and kick, and hidden areas are few.

The sound far outweighs the sound effects. The tunes consist of decent technorock, but the sound effects are dismal groans and grunts.



PROTIP: In the Techno Warrior Camp, deactivate all these machines, or some platforms will be untouchable later on.

Overall, this cart doesn't deliver the escapist adventure that 16-bit gamers need. With an unwieldy interface and confusingly similar levels, you may be saying no to No Escape. G

No Escape by Psygnosis

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.5	3.5	INT. Intermediate

$59.95	1 player
16 megs	Side view
Available now	Multiscrolling
Action/adventure	ESRB rating: Not rated

Ecco Jr.

By Ryan & Caitlin

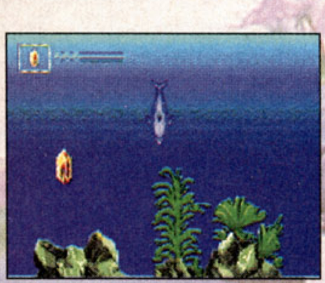
A younger sibling of Sega's best-known ocean-going mammal, Ecco Jr.'s just what it sounds like – an easy version of Ecco the Dolphin designed for very young children.

Nothin' Fishy Here

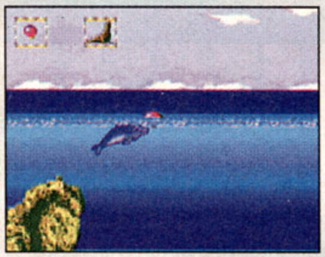
At first glance, Ecco Jr. looks identical to its famous older brother. Picture-perfect graphics include beautiful ocean scenes crammed full of enchanting sea life. As soon as you begin to play, however, you discover that this Ecco adventure is geared for kids seven and younger.

In each of the 18 stages, you navigate Ecco, his dolphin buddies, or a friendly killer whale through a different task. When you complete the task, you move on to the next stage.

The tasks include simple chores like gathering buried treasure, playing hide 'n' seek, and finding a lost sea turtle egg. The gameplay doesn't include any fighting, and Ecco and his friends never die.



PROTIP: There are lots of crystals in this level, but you have to find the ones that are just the right color.

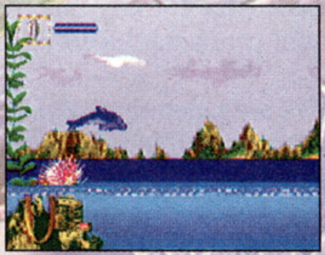


PROTIP: Use Ecco's radar to send the ball across the surface of the water to the seal.

Dolphin Safe

As you'd expect, Ecco's controls are simple to operate. The graphics aren't simplified, however: All the creatures and background scenery have the same breathtaking visual appeal of the grown-up Ecco adventures. As in the original Ecco games, the beautiful, haunting music and sounds enhance the action.

Ecco Jr.'s definitely for little kids – heck, the manual is part coloring book. But that's great because the original Ecco games were way too tough for younger players. Now even the youngest Ecco fans can go fish. G

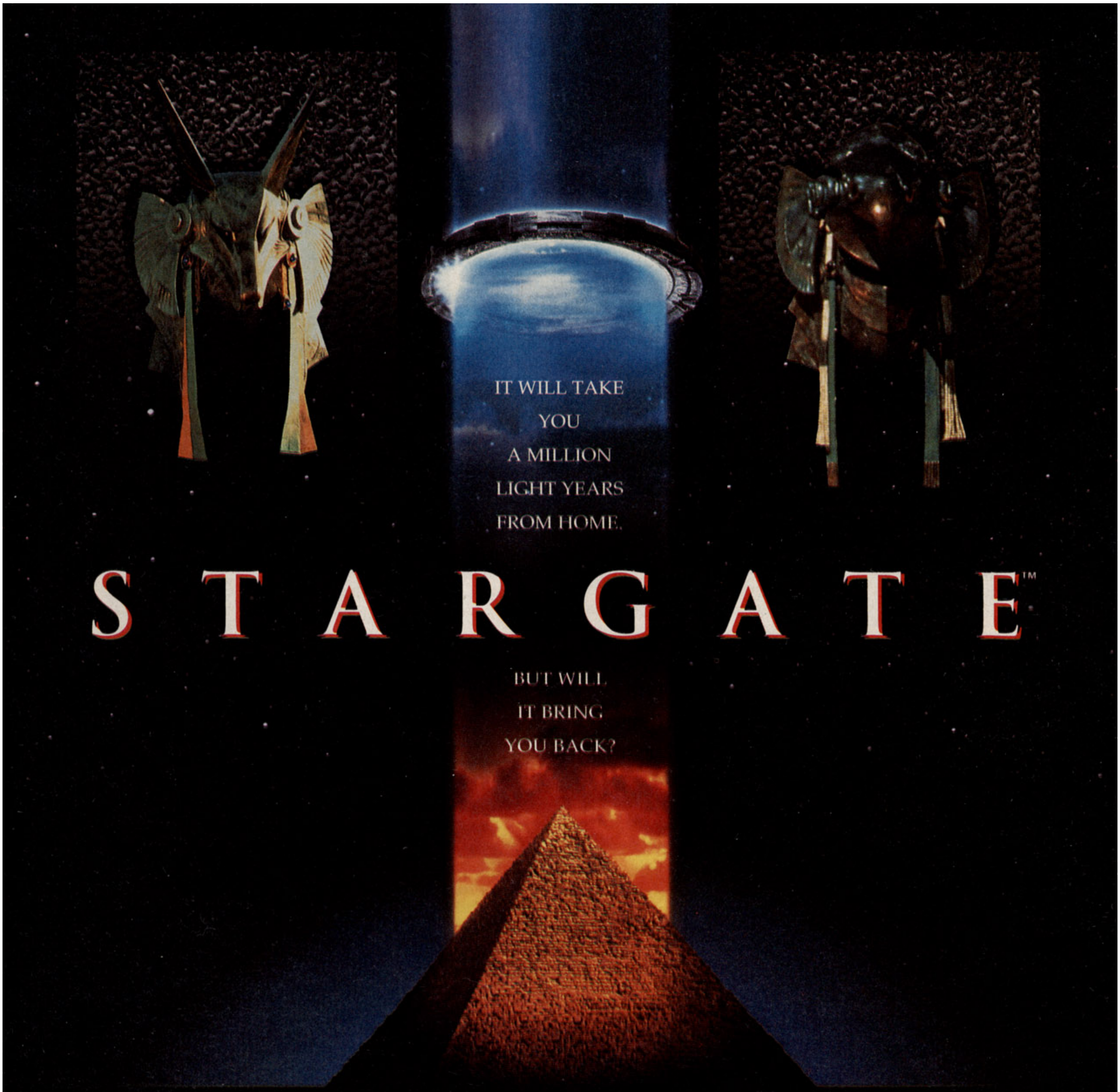


PROTIP: Ecco can leap over rocks that protrude from the water.

Ecco Jr. by Sega

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	4.0	BEG. Beginner

$49.99	Side view
16 megs	Multiscrolling
Available now	Passwords
Puzzle	ESRB rating: Kids to Adults
1 player	
18 levels	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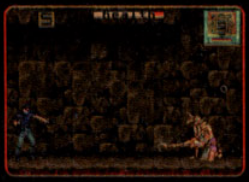
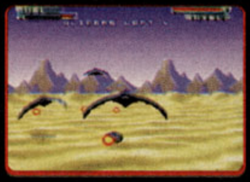
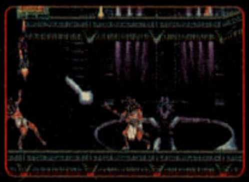


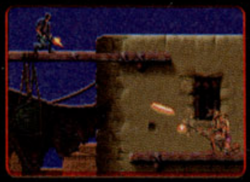
BATTLE RA'S MORPHING HENCHMEN!



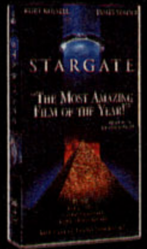
DESERT DOGFIGHT IN A STOLEN GLIDER!



O'NEIL HEATS UP THE PALACE GUARDS!



FIREFIGHT IN THE STREETS OF NAGADA!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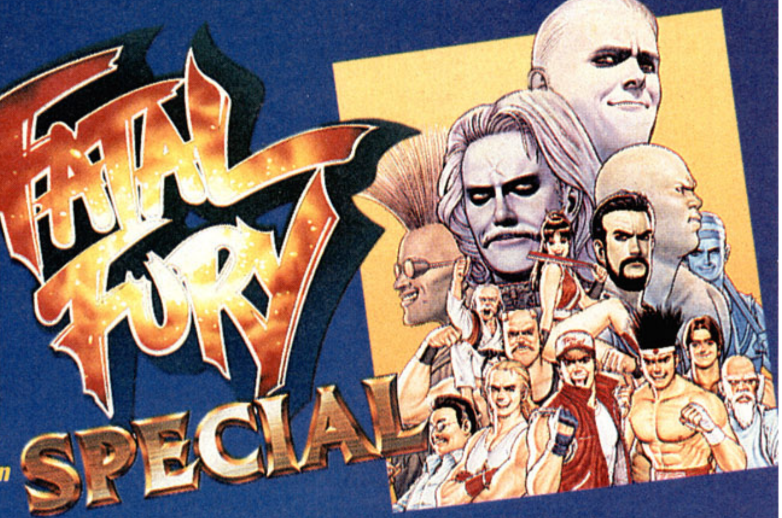


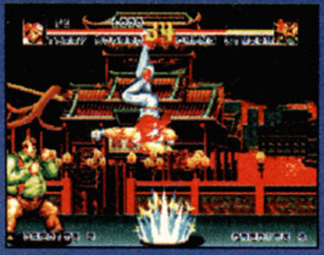
Fatal Fury Special

By Bruised Lee

Fatal Fury Special is yet another Neo•Geo arcade game that's been poorly converted for a home system. Fans of the Fatal Fury series who are expecting more from their Sega CDs will be disappointed.

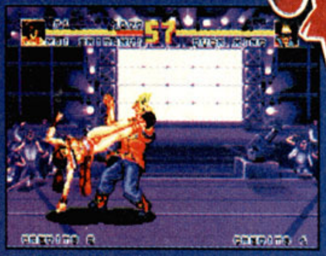
Fatal Attempt

In the arcade, the third installment of the Fatal Fury games offered more moves, new characters, highly detailed backgrounds, and smooth animation. Some of these great features don't even see the light of day on the Sega CD.



PROTIP: Use Terry's Rising Knuckle to pass through projectiles and to ward off enemies who may jump in.

The one big plus is that all the fighters and their moves made it onto the disc. Even Ryo from Art of Fighting is in the lineup, and no code is needed to use him, giving you a total of 16 characters to choose from.



PROTIP: If an enemy knocks you down, try throwing them as soon as you get up.

Not So Special

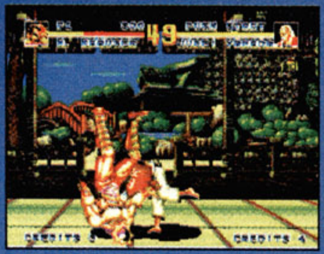
The problems start with the uneven graphics. The fighters are fairly large, but their movements aren't smooth. Key animation frames have been removed, making this disc look like the first Fatal Fury game.

The backgrounds are also a letdown. Some have been so simplified that the characteristics that made them special have vanished altogether. The biggest butchering takes place in Duck King's nightclub level, where the cool lasers and most of the dancers in the back of the club are missing.

On a positive note, all the great arcade music has been faithfully reproduced. The voices, however, are scratchy and are almost entirely drowned out by the music. Cough medicine, anyone?

Training Mode

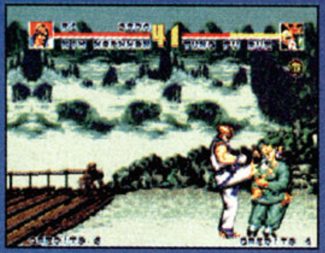
Thankfully, the arcade version's controls are basically intact. With some of the crucial frames of animation missing, however, arcade vets may find that their timing is off, especially if they try to jump in for two-in-one combos. You'll pull off your favorite combos only after some major practice.



PROTIP: Do Jubei's run-and-grab move to catch your enemy off guard.

Fatal Fury Special isn't a bad game. Beginners who aren't spoiled by the arcade predecessor might have a good time for a while.

But as a CD, Fatal Fury Special just doesn't set itself apart from the rest of the fighting pack. Games these days must be a cut above their competitors to survive, but FFS just doesn't rise above the average fighting game. Unfortunately, it's anything but special. G



PROTIP: When you're in close, most moves will deliver more than one hit.

Sega CD Game ProFile

Fatal Fury Special

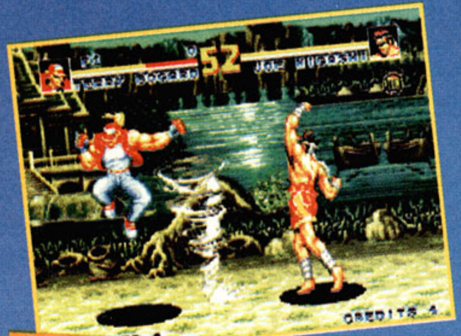
(By JVC)

Fatal Fury Special's 16 selectable fighters may satisfy the average fighting enthusiast, but true fans of the arcade version will be seriously disappointed with this CD's lack of detail and character movement.

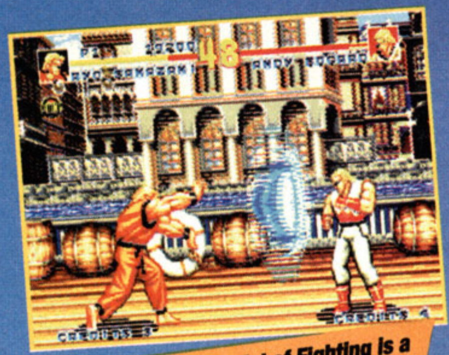
Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	3.5	3.0	ADJ. Adjustable

Price not available
CD
Available now
Fighting

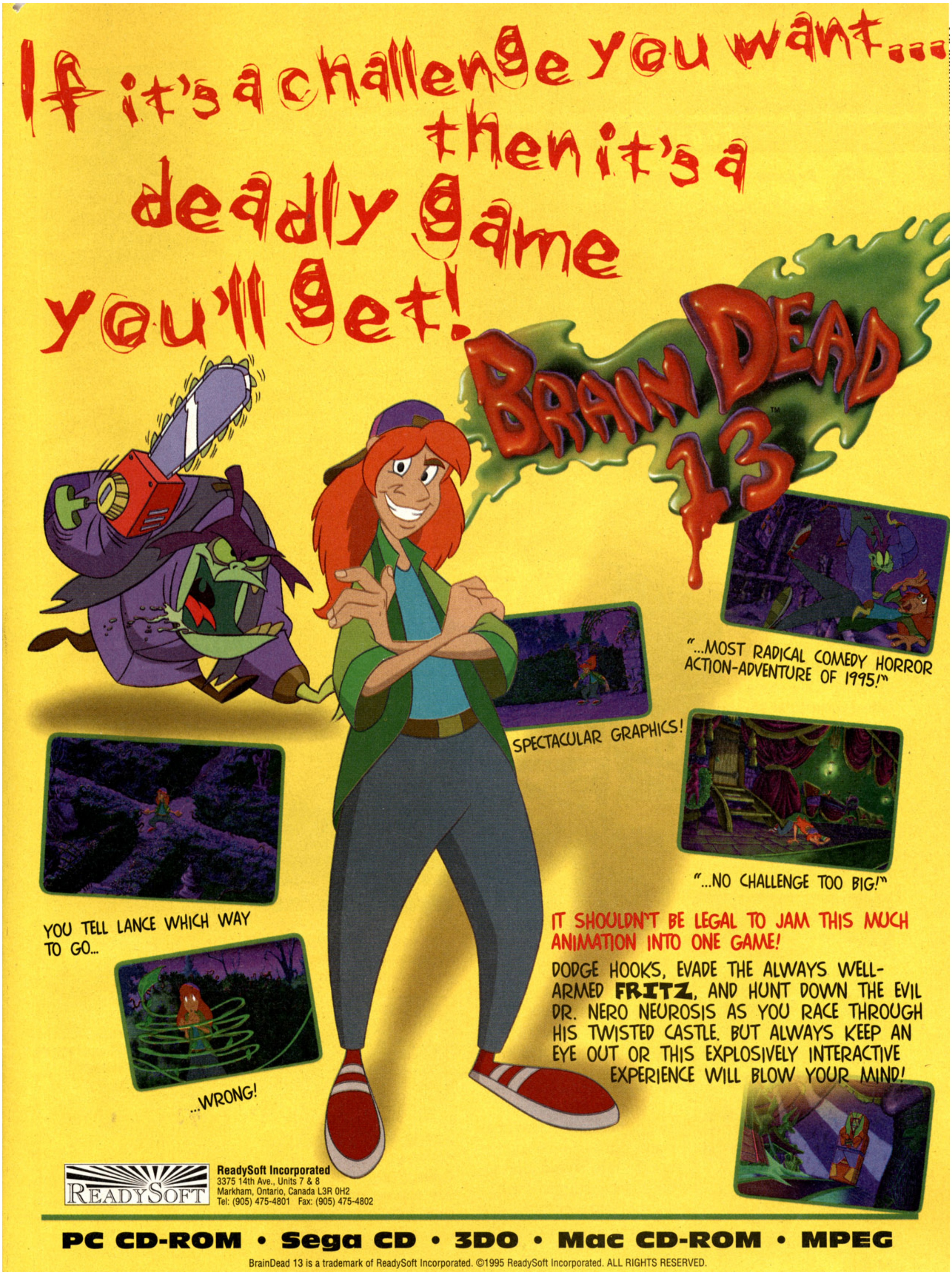
2 players
15 levels
Side view
Multiscrolling



PROTIP: Jump back and forth from the background to the foreground to avoid projectiles and corner traps.



Ryo Sakazaki from Art of Fighting is a playable character.



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IT SHOULDN'T BE LEGAL TO JAM THIS MUCH ANIMATION INTO ONE GAME!

DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED **FRITZ**, AND HUNT DOWN THE EVIL DR. NERO NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!

READYSOFT

ReadySoft Incorporated
3375 14th Ave., Units 7 & 8
Markham, Ontario, Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4802

PC CD-ROM • Sega CD • 3DO • Mac CD-ROM • MPEG

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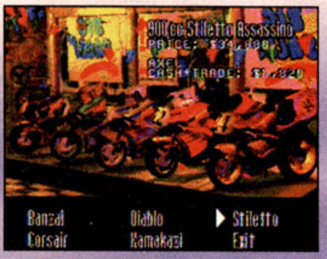
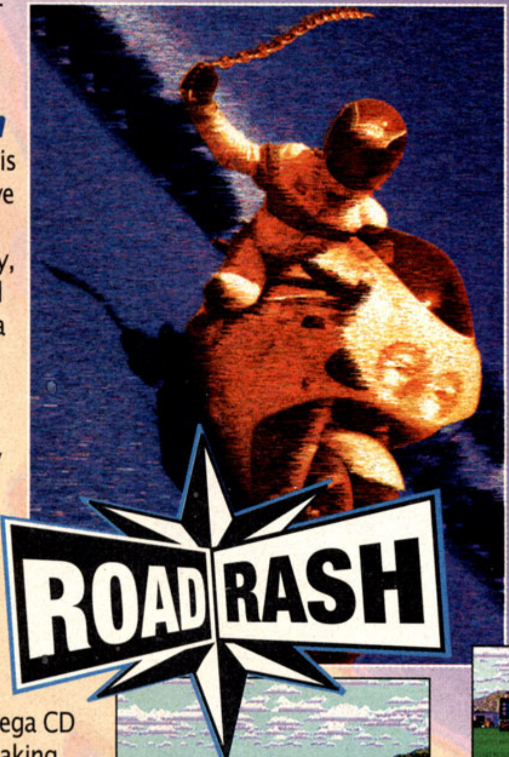
By Bacon

Road Rash debuts on the Sega CD with an uneven but exciting version of the top motorcycle thrashing game. This disc, which blends the phenomenal tunes and full-motion video of RR 3DO with simpler, bit-mapped courses, will thrill Genesis Rashers but disappoint 3DO gamers.



PROTIP: Rerun easy races to win the cash to buy a sweet bike.



Crack that Chain

Like the 3DO version, this Rash pits you against five tracks in such California locations as Napa Valley, the Sierra Nevadas, and the Pacific Coast. With a club or chain in hand, you race and fight through Thrash mode, which lets you pick any track on any level. Or tackle Big Game mode, where you assume an identity and save your green for better bikes as you battle though the levels.

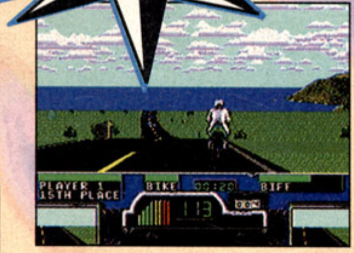
Sadly, Rash on the Sega CD lacks the 3DO's breathtaking scenery and the Genesis's two-player simutaneous racing and endless options. But you'll have a blast clobbering the pack and dashing to the finish even without these niceties.

Sega CD Game ProFile
Road Rash
(By Electronic Arts)

With fun video clips, jammin' tunes by bands like Soundgarden, and gripping gameplay, this version of the Rash will have you dodging clubs even when your eyes are closed.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	3.5	4.0	INT. Intermediate

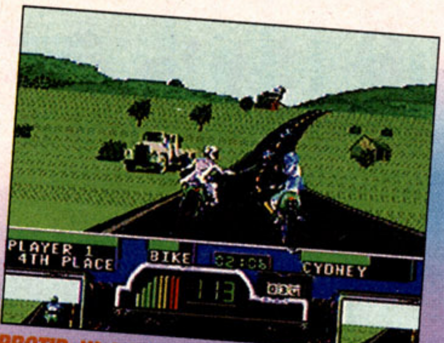
$59.95	5 tracks
CD	5 levels
Available now	Behind-the-biker view
Racing/fighting	Forward scrolling
2 players	Save feature



PROTIP: Take blind turns and rises on the right side.

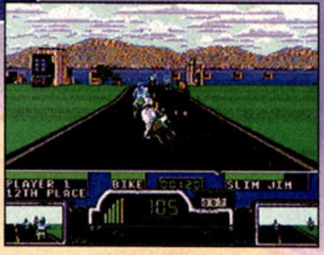
Raw Rash

The graphics peel out with striking full-motion-video cinematics that pump you up before a race, reward your victories, and mock your defeats with hilarious put-downs. Once you hit the streets, though, the graphics return to the less dazzling 16-bit realm. Realistic backgrounds provide a pretty backdrop to bland foregrounds lined with pedestrians and other obstacles.

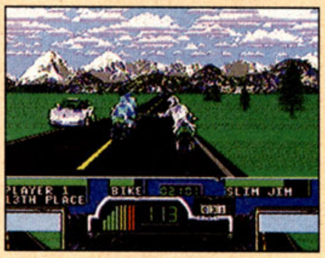


PROTIP: Watch how you wave your weapon, or your opponents will relieve you of it.

Unfortunately, the slight pause between pressing a button and the onscreen response dampens the kind of high-speed reactions that redline the intensity. The controls otherwise respond ably; as you sink money into better bikes, you'll feel what you're paying for.



PROTIP: On the City course, keep an eye out for pedestrians. Mowing one down can wreck you – especially at low speeds.



PROTIP: When approaching someone from behind with the club, hold Up and press Button C to clock them as you pass.

Black Sun

With killer grunge tunes from hot bands like Soundgarden, the rockin' music perfectly accompanies the rough-n-tumble action. You can even change songs when you pause!

The nice sound-mixing feature enables you to fine-tune the blend of music, engine roars, and sound effects. Although the hard-drivin' engine noises energize the action, you'll turn down the other effects after your first race.

Despite its shortcomings, this disc's amusing cinematics, thrilling gameplay, and increasingly difficult levels will draw you in. The Rash has finally arrived on the Sega CD!

Killer Cinematics!

Winner takes all!

Losers are royally roasted!

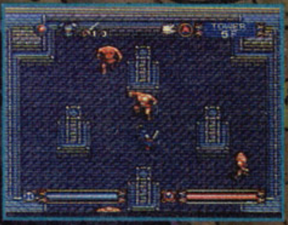
The cops haul you off to the clinker.

Eat pavement when you wreck.

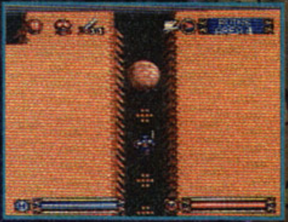
While Some Fantasy Games Just Scratch the Surface, Brandish Unlocks the Underworld!

NOW that you've mastered games like *Breath of Fire*™ and *Brain Lord*,™ we think you're ready for a role-playing game where the sun doesn't shine and the monsters grow big, really big!

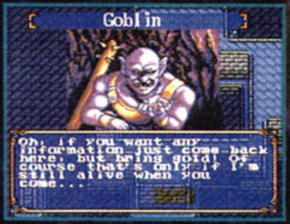
In Brandish, you stand accused of murder, being pursued by a fearless bounty hunter looking to collect the reward. About to be captured, you fall into a deep underworld maze filled with dangerous traps and deadly monsters including: giant crabs, headless fist-pounding warriors and fire-spitting gargoyles. With the bounty hunter still hot on your trail, you must navigate your way out of the mazes and back to the surface ASAP. Our only advice: stay alert, well armed and always moving upwards!



Headless warriors are out to ruin your day



Narrow corridors & rolling boulders are a deadly combo



Oh, if you want any information just come back here, but bring gold! Of course that's only if I'm still alive when you come...

Some underworld characters give helpful advice for a price

UNLOCK THE UNDERWORLD!
Brandish
SUPER NINTENDO ENTERTAINMENT SYSTEM
KOEI

- NAVIGATE YOUR WAY THROUGH FIVE TREACHEROUS LEVELS AS YOU FIGHT TO RETURN TO THE SURFACE
- DEFEND YOURSELF AGAINST 55 DIFFERENT MONSTERS FROM THE UNDERWORLD
- KEEP A LOOKOUT FOR TRAPS THAT WILL SEND YOU BACK LEVELS OR TIME WARP YOU TO A NEW LOCATION
- SEEK OUT MORE THAN 50 DIFFERENT ITEMS THAT WILL HELP YOU IN YOUR QUEST
- VISIT THE MAGIC, WEAPONS & ITEM SHOPS FOR USEFUL MERCHANDISE & ADVICE
- SAVE UP TO TWO GAMES AT ANY ONE TIME!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

PC Compatible

KIDS TO ADULTS K-A AGES 6+

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TRIVIAL PURSUIT

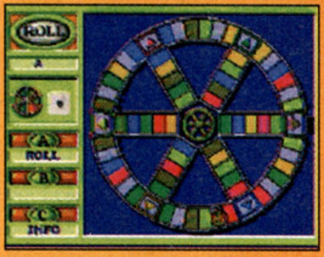
By Captain Squideo

Trivial Pursuit, one of the best all-around board games, makes a not-so-trivial pursuit of the video game arena. Unfortunately, the slow gameplay on this CD might make you one bored gamer.

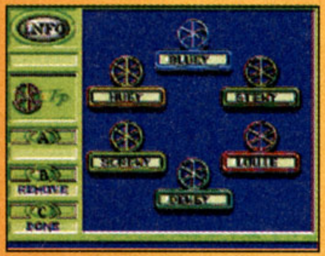
Trivial Trivia

Who doesn't recognize this disc's gameplay? You answer trivia questions in six categories, including History and Sports & Leisure. Classic mode puts you on the familiar circular game board, trying to acquire pie pieces. Fast mode tests your knowledge with a stripped-down Q&A session.

The video game has two things the board game doesn't: sound and graphics. Instead of just getting a question about a song title, you hear the song. Instead of just reading a question about Eddie Murphy, you see a clip from his flick. The sounds are the best part, with orchestrated music and good voices. The video clips, however, are small and grainy. Dopey cartoons animate questions not illustrated by film or photos.



PROTIP: As you make your moves in the Classic game, aim for the pie colors you don't have.

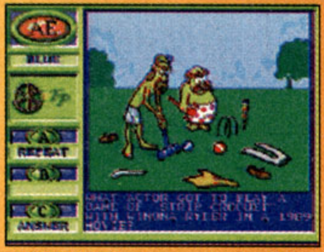


PROTIP: Since you don't have a board to display each player's status, refer frequently to the Info screen for updates.

Bored Game

As with trivia games like Jeopardy!, the slowness of asking and answering limits the fun. Thankfully, you don't have to spell out your answers in Trivial Pursuit as you do in other trivia games, so it's an easy game to play. But constant interruptions as the disc accesses drag this game to frequent, frustrating halts.

Solo players might enjoy meandering through the categories, but groups will have more fun reading questions to each other back on the board game. And that's so much fun that this disc seems trivial.



PROTIP: Before you start a Classic game, experiment with the Fast game to see what categories are your strongest.

Trivial Pursuit by Virgin

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	3.5	3.0	INT. Intermediate

Price not available
CD
Available now

Puzzle
6 players
ESRB rating: Kids to Adults

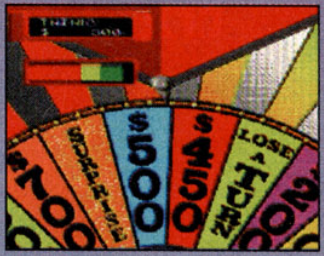
Wheel of Fortune

By Bonehead

After making several 16-bit appearances, Wheel of Fortune rolls to the Sega CD. Fans of the TV show will be fans of the game because the CD almost exactly duplicates the show.

Buy a Vowel?

Wheel's concept is inexplicably popular. Unlike Jeopardy!, WOF doesn't test your knowledge – it tests your ability to guess random objects or phrases.

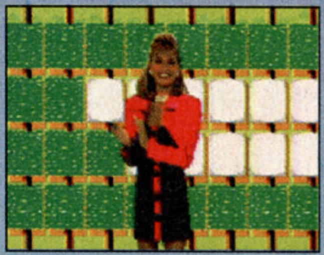


PROTIP: Hold down Button A until the spin meter goes green to get maximum spin on the wheel.

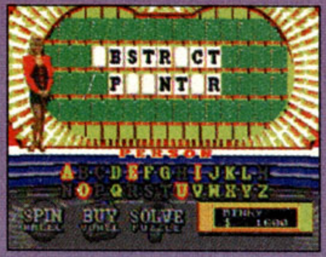
The CD offers 6000 simple word puzzles, and you spell out the answers. The controls are basic, and the strategy is minimal (basically, try not to buy vowels). Pat Sajak's not hosting, but Vanna White turns letters, just like on TV.

Merv Griffin, the show's creator, got rich from Wheel, but Sony Imagesoft probably won't. Whereas other game-show CDs (including Trivial Pursuit) spice up things with video clips and musical selections, WOF plays it straight. No illustrative video clips, no musical numbers – just Vanna, digitized players, a clicky wheel, and a board full of blocky letters.

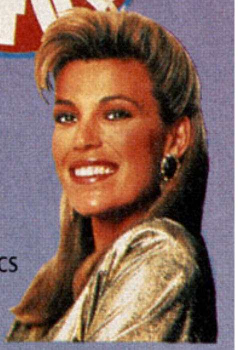
The graphics and sounds aren't much, either. Vanna's digitized image and voice are omnipresent because she performs Pat's coaching duties as well as her own. She looks pretty good (though stiff), and her voice is clear. But the rest is so simplistic that the CD's sound and graphics potential is wasted.



Vanna, letter-turner deluxe, in all her tanned glory.



PROTIP: Don't solve the puzzle too quickly. If you know the answer, you can make more cash if you spin a few extra times to fill in correct letters.



The Wheel Deal

As an accurate representation of the show, the CD does the job, which should please WOF devotees. But anyone expecting more from their Sega CD than what they get for free on TV will be disappointed. Let this Wheel roll by.

Wheel of Fortune by Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
2.0	3.0	3.0	2.0	INT. Intermediate

$59.95
CD
Available now
TV quiz show

3 players
Save feature
ESRB rating: Kids to Adults

IT'S WHAT TV WAS INVENTED FOR...BUST A MOVE!

1UP
2UP
NEXT
TOTAL
00 – 02
NEXT
BUST-A-MOVE
Nintendo
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Look for the
BUST-A-MOVE
Sweepstakes
in the June issue
of GAMEPRO

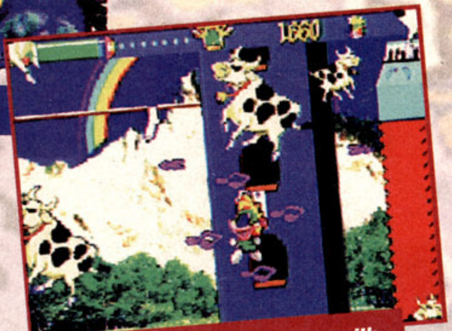
Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

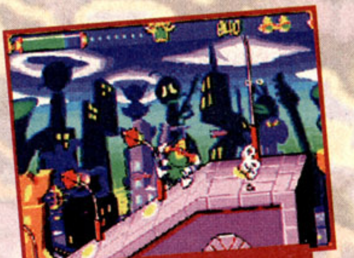
TAITO™
Taito America Corporation

TEMPO

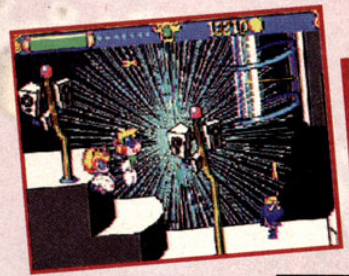
KIDS TO ADULTS



Earthworm Jim's not the only game with flying cows. The Downtown Performance stage is a moo-ving experience!



PROTIP: When you find the big treble clefs and turn quick cartwheels, you're invincible, so seek out all nearby enemies.



PROTIP: Katy is best used for long-range attacks or for help with multiple enemies.

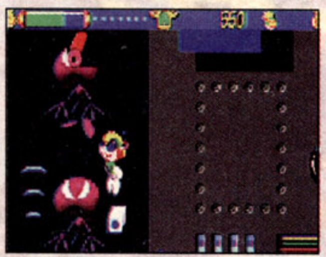
By Captain Squideo

Younger gamers looking for a good 32X game will embrace Tempo with open arms. Dazzling sound and graphics combine with simple gameplay to make a perfect game for novices.

Dance Party

Tempo is reminiscent of Ristar, another recent Sega platform game that's ideal for younger players. Like its predecessor, Tempo's gameplay is straightforward and simple: Bop enemies, fly and jump to new platforms, and nail bosses after each stage.

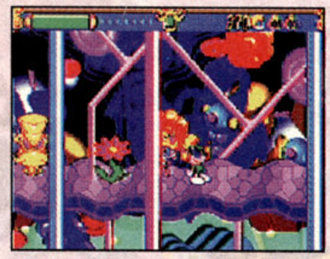
Tempo adds a musical theme, which means you play in such areas as the inside of a giant stereo and recover health by finding musical notes. Despite these new touches, though, it's still the kind of game you've played before.



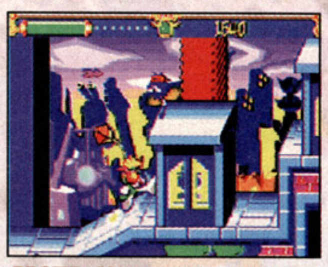
PROTIP: Bounce on this switch so its light turns blue, then ride the adjacent sonic waves up to new platforms.

Tempo isn't just the name of the game, it's also the name of the multitalented hero. Tempo's a dancing, flying, jumping bug whose four arms and two legs provide you with a weapon-flinging attack, three kinds of kicks, and three hand slaps.

Control is quick and responsive, making Tempo all but invulnerable to the easy enemies he encounters (though accurate jumping and flying takes practice). As an extra advantage, you can also find his girlfriend, Katy, at different points throughout the game. You can't play as Katy, but she stays by Tempo's side to join the attacks. Together, they're one dominant dancin' duo.



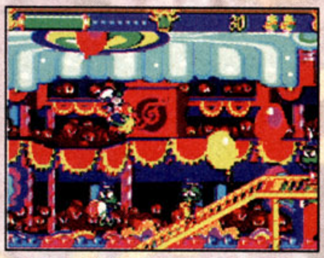
PROTIP: Arrows point you toward exits, but go against them when necessary to search for extra musical notes, as on this Indigestion Performance ramp.



PROTIP: Always enter lit rooms and back-lit screens with some kind of attack. An easily dispatched enemy is usually inside.

Show Stoppers

If you want to see imaginative 32X graphics, check out Tempo's dazzling stages. The backgrounds are so dense with wild colors and swirling shapes that it's sometimes hard to concentrate on the foreground action. Older gamers disenchanted with the simple gameplay will still enjoy Tempo's eye-popping graphics.



PROTIP: It's safer to nail enemies from a distance, but if you bounce off 'em, you can reach extra goodies.

As befits a game with a musical theme, excellent tunes perfectly complement the action and graphics. The rap-style music changes for each level, but it never fails to be rich and rewarding. The sound effects aren't much, but with so much music, you probably won't mind.

Get the Beat

This game has it all for younger gamers: tons of eye and ear candy, easy gameplay, a unique new hero, and musical passwords to ensure success. Although veterans won't find much challenge, rookies will have a blast. Watch out for Tempo, the really New Kid on the Block.

32X Game ProFile

Tempo

(By Sega)

You've played this kind of game before, but you haven't seen or heard these special effects. Psychedelic graphics and funkified music put dazzle in Tempo's simple platform action.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.0	ADJ. Adjustable

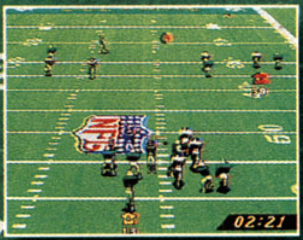
$69.99
24 megs
Available now
Action/adventure
1 player

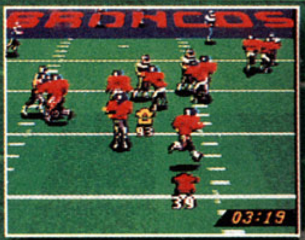
7 stages
Side view
Multiscrolling
Passwords

1st and 32X

Score with this season's QB and team attributes!

NFL™ QUARTERBACK CLUB™


ADVANCED PASSING: CAMERA ADJUSTS FOR 80 YARDS OF VIEWABLE FIELD!


HEAT UP THE RUNNING GAME WITH IN-YOUR-FACE PERSPECTIVES!

STATE-OF-THE-ART GRAPHICS WITH OVER 32,000 COLORS!

OVER 430 OFFENSIVE, DEFENSIVE AND QB SIGNATURE PLAYS!

GENESIS 32X™

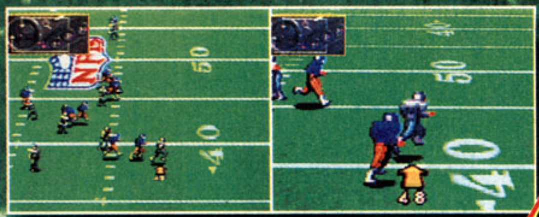
CELEBRATIONS!

HIGH STEPS!

SACKS!

DEFLECTIONS!

COMPREHENSIVE GAME STATS AND SEASON SAVE FEATURE!


ULTRA SMOOTH-CAM REPLAY WITH SUPER ZOOM AND VIEW OPTIONS!

VARIABLE FIELD AND WEATHER CONDITIONS!

'94 SEASON QB AND TEAM ATTRIBUTES

It's 1st and 32X. Update your gridiron action with NFL™ Quarterback Club,™ the 1st and only way to play football on the 32X™ — complete with the most up-to-date QB and team attributes of any game!

All new advanced passing gives you 80 yards of viewable field to hit the open man, multi-view perspectives heat up the running game with in-your-face action and the exclusive Smooth-Cam delivers the most advanced instant replay from virtually any angle.

NFL™ Quarterback Club™ on 32X™... **REAL FOOTBALL FOR REAL PLAYERS!**

32X
NFL QUARTERBACK CLUB
Acclaim

KIDS TO ADULTS K-A AGES 6+

NFL™

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BRUTAL

Above the Claw

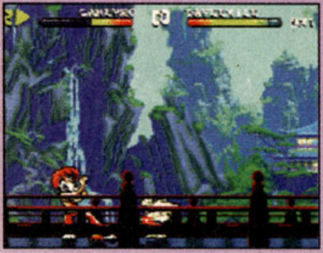
By Scary Larry

Crisp graphics, awesome music, and an engaging interface make this game the best of the Brutal series. Above the Claw's leash, however, is reined in by massively difficult gameplay and a super-fast computer A.I.

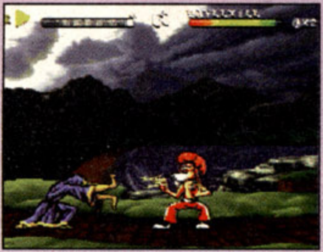
Long Arm of the Claw

Brutal, which is available for the SNES, Genesis, and Sega CD, has been significantly enhanced for the 32X. You now choose from 12 selectable characters, including former bosses Karate Croc and Dali Llama, and two newcomers, Chung Poe and Psycho Kitty.

GameTek also created real martial arts techniques and philosophies for the characters. For instance, Prince Leon's philosophy is described as Right Effort, and his martial arts style is Jah, the Righteous Path.



PROTIP: Block after every hit you score. The computer comes after you with a vengeance.

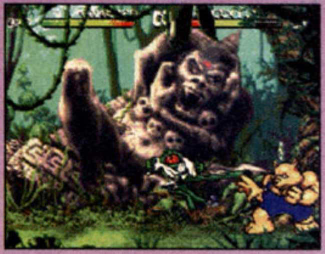


PROTIP: In a one-player game, opponents drain your energy while revitalizing their own. Stop them in mid-recharge with a flurry of hits.

Brutal: Above the Claw
By GameTek

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	3.0	4.5	ADJ. Adjustable

$79.99	12 characters
24 megs	Side view
Available now	Passwords
Fighting	ESRB rating: Kids to Adults
2 players	



PROTIP: This great cheat works only for players with a Turbo button on their controller. Select Karate Croc, set the punch to Auto, and corner opponents.

The control is steady, but the computer is the most powerful opponent you've seen in a while. Unfairly, the CPU opponents are given their full range of special moves, while you must earn yours between every two wins.

Unleash the Power

The graphics are spectacular, blending animated scenery and crisp, colorful character sprites. The characters don't exhibit any signs of slowdown, and they move with blazing speed.

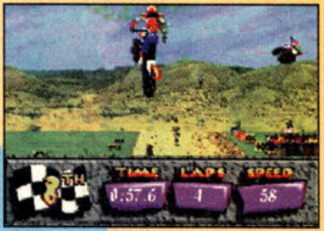
The sounds are as enjoyable to listen to as the game is to watch. Bass-driven martial arts funk fuses into speed rock, the likes of which is not often heard in fighting games.

Only real pros need apply to Brutal school. If you think you have the moves to pin down these masterful mammals (and one reptile), then you'll want to unleash this Brutal game. G

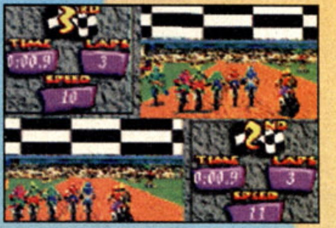
Motocross Championship

By Captain Squideo

Rock 'N' Roll Racing meets Road Rash in this rockin' cart. Motomaniacs will ride full throttle.



PROTIP: Pull up on the front wheel as you make your jumps, or you'll eat 50 feet of dirt.

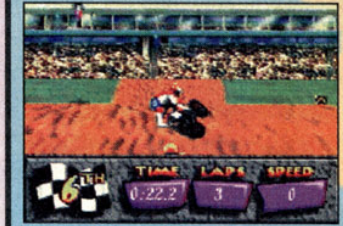


PROTIP: Bikes pile up at the start of the race, so get ahead – or out of the way – quickly.

Motorcyle Madness

Motocross's gas tank is full of attitude. You race from a behind-the-biker view with kicks and punches edging you past 11 other riders. You bounce, slide, and jump your bike on 12 hilly motocross tracks that are littered with obstacles. There's not much strategy, though – don't bother looking for power-ups, weapons, or bike-customizing options.

The racing's not simple, however. MC's controls offer endless combinations of stunts and racing techniques that propel you toward the checkered flag. In addition to punching and kicking, you can pop wheelies, lean over the handlebars for increased speed, slide around turns, and pull acrobatics for extra cash. At first, the stunts are tough to execute, but you'll soon be flaunting daring "power salutes" to the cheering crowd.



PROTIP: Don't just kick a guy when he's down – run over him to keep him off his bike longer.

Graph-X and Sound FX

The graphics are as up and down as the hilly tracks. The sprites are big, but there's serious pixelization up close or when they're bunched together. Also, your view zooms in and out, which can be distracting. At least you get pretty good wipeouts.

The sounds add horsepower. The music rocks raucously, and instead of the typical whining engines, you hear rumbling roars. Yells add personality to the action.

If you're a biker or you're looking for racing action on your 32X, take Motocross Championship for a spin. It's fast fun. G

Motocross Championship by Sega

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.0	ADJ. Adjustable

$59.99	Behind-the-rider view
24 megs	Multiscrolling
Available now	Passwords
Motorcycle racing	ESRB rating: Kids to Adults
2 players	
12 tracks	

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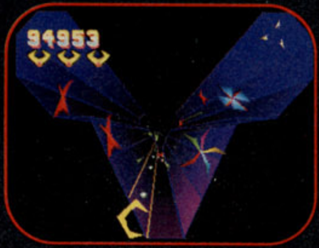

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SCORE : 0000003000

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"Jaguar game of the year" –Game Informer & Game Players

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ARMOR
ARMS
AREA
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108%
110%
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"The best version of DOOM for any home system."–VideoGames

"Doom is a gaming milestone."

"10–a mega hit!" –GamePro

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"Features superior level design... the visuals are truly gorgeous."–Die Hard Game Fan.

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"My adrenaline is pumping–I'm blown away!"

"The best skiing and snowboarding game ever created."

"The speed at which it moves is what makes it so freakin' fun."–VideoGames

"Graphically, the art is right on." –Die Hard Game Fan

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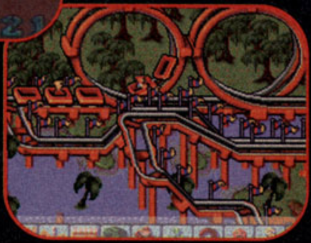

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"Recommended." –VideoGames

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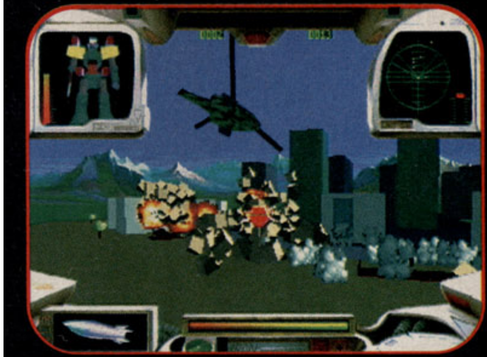

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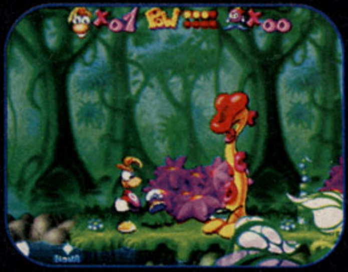

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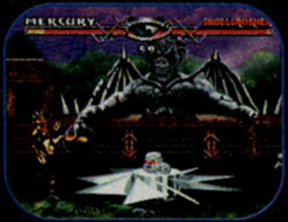

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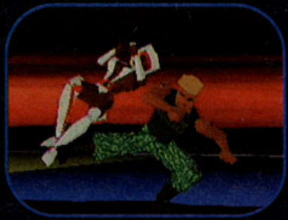
–Die Hard Game Fan



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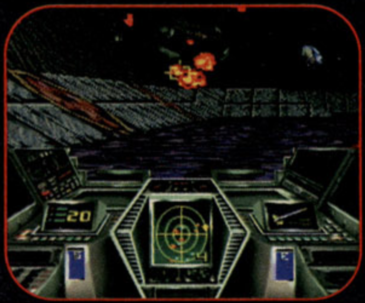

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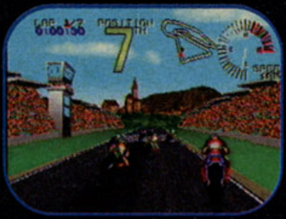

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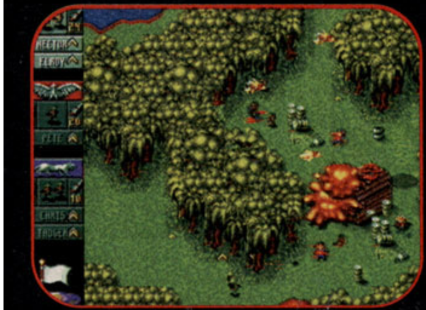

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PROREVIEW

Super NES

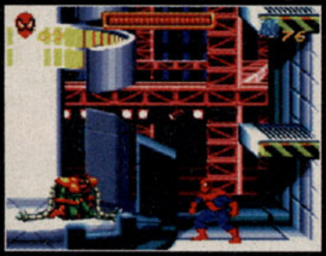
SPIDER-MAN

By Toxic Tommy

Your friendly neighborhood Spider-Man's web-slinging his way onto the SNES and the Genesis (see ProReview this issue). Although the two 16-bit games are virtually identical, this SNES version makes Spider sense for all but hardcore action nuts.

Spider Slayers

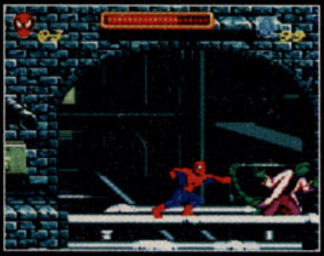
Spider-Man's on the hunt to snare a gang of supervillains with cameo help from the fabulous Fantastic Four. Spider-Man fares better, however, as a thinking game than an action caper. That's too bad, since Doctor Octopus, Rhino, Lizard, and more of Spidey's greatest adversaries are ready to rumble.



PROTIP: Web Fluid and the power reactor cause shocking developments for Doc Ock.

The side-view fist-fighting and wall-crawling arachnid antics are great for kids and intermediate Spider friends. Overall, however, the fighting action will disappoint Spider-Man veterans.

Such standard bad guys as robots, thugs, and armored assassins are unimaginative, weak, and few and far between. And, though Doc Ock's challenging boss attack starts things off with flair, the rest of the cruel crew attack in limited, predictable patterns.

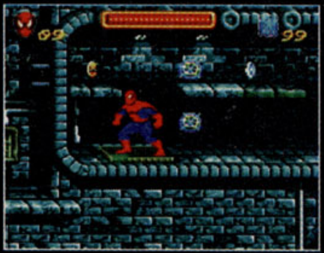


PROTIP: If you lick the Lizard in the Sewer, don't hit him while he's down.

The real challenge is in trying to maneuver through the levels, where you'll burn some brain time trying to make fantastic jumps and web-sling to the exits.

Caught in the Web

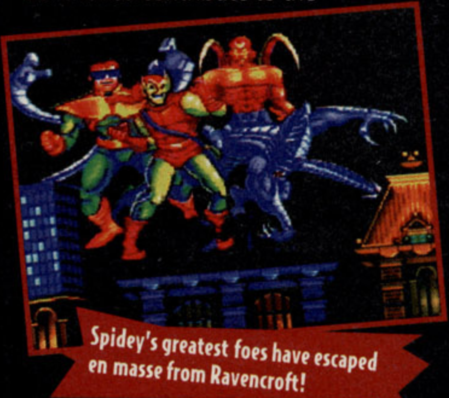
Although Spidey's controls lack fighting pizzazz, they really make the Spider powers shine. Put in reasonable thumb time, and you'll climb walls, swing through the air, and sneak across ceilings like an ace Webhead.



PROTIP: The power-up-filled Sewer is accessible from the Lab, the Construction Site, and Coney Island. Search down as far as you can go.

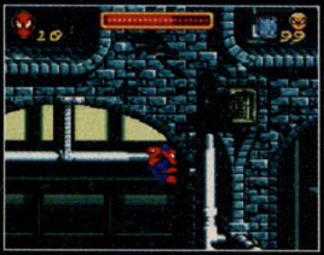
The controls have it easy with the Webbed One's ho-hum fighting skills: a basic punch, slow one-two combination, regular kick, and jump kick. As a short-range weapon, even the famous Web-shooter's a little weak. Moreover, the Fantastic Four merely appear with power-ups.

The deep repertoire of Spider moves contribute to the strong graphics. Comic-book fans will also dig the nicely detailed pix of the Spider foes.



Spidey's greatest foes have escaped en masse from Ravencroft!

The sparse sounds, on the other hand, are pretty much there to fill air space. The funky new Spider-Man theme's hip, but the effects are blah.



PROTIP: Reaching the Human Torch icon is a kick. Everything you need is in this screen.

PROTIP: Spidey's upside-down wall-crawling ability saves Web Fluid in some areas.

Webhead Ain't Dead

In this cart, Spider-Man certainly does whatever a spider can, but the comic's still the grand showcase for his talents. This game could be a good way to spend some time between issues. G

Super NES Game ProFile

Spider-Man

(By Acclaim)

KIDS TO ADULTS K-A AGES 6+

This Spider-Man's great for intermediate-level fans, but the action faction will crave a fiercer fight.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.5	ADJ. Adjustable

$74.95
Available now
Action/adventure
1 player

5 levels
Side view
Multiscrolling

THE FANTASTIC FOUR

Mr. Fantastic's bounce attack!

Invisible Girl powers up the Spider armor.

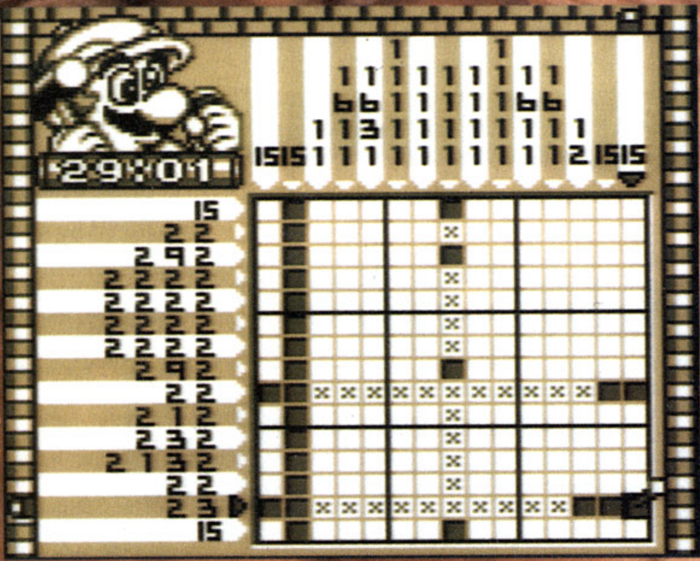
The Thing brings a power-up to Clobberin' Time.

The Human Torch flames on!

Requires Great Skull.

Try Mario's Picross.

How to reveal the hidden picture: There are 15 blocks on each row and column. Determine which block to darken by figuring out clues from the numbers. Numbers above the column are read from top-to-bottom. Numbers to the left of the rows are read from left-to-right.


29:01
15
2 2
2 9 2
2 2 2 2
2 2 2 2
2 2 2 2
2 2 2 2
2 9 2
2 2
2 1 2
2 3 2
2 1 3 2
2 2
2 3 1
15

Each individual number tells you how many consecutive squares need to be darkened. If there is more than one number, there will be at least one blank square between each darkened area. If you have figured out that a square should not be darkened, mark it with an "x."

See if you have the head for Mario's Picross™*.
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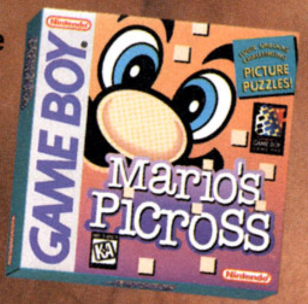
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Super NES

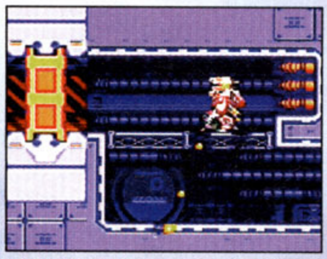
METAL WARRIORS

By Captain Squideo

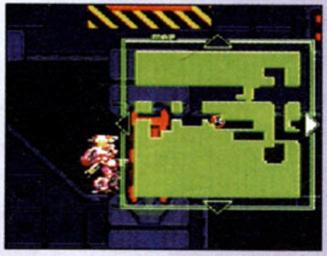
If you like to shoot first and think later, Metal Warriors is for you. Its shooting action is a blast in more ways than one.

Ways of the Warriors

Fans of 1993's Cybernator will recognize Konami's latest action/shooter. Metal Warriors puts you inside a flying and walking robot blasting its way through a simple side-view mazelike battlefield teeming with enemies.



PROTIP: When you come to an apparent dead end, try firing your Energy Cannon (Button Y). It blasts through certain walls, ceilings, and floors.



PROTIP: Constantly refer to your map so you'll know if you're heading down a blind alley.

Super NES Game ProFile

Metal Warriors

(By Konami)

Shoot, stomp, and fly with your futuristic soldier through high-tech settings. This explosive game looks and plays like a new and improved Cybernator.

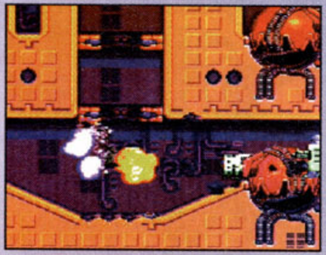
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	4.5	INT. Intermediate

Price not available	1 player
16 megs	9 missions
Available now	Side view
Action/shooter	Multiscrolling

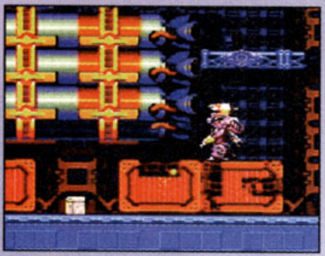
The nine levels have different goals (usually rescues or search-and-destroy missions), but the action's the same: Blast everything in sight, find new weapons, and blast some more. It's explosive fun, especially in the Head to Head mode where two players compete in smaller arenas.

The disparate levels in this good-looking game include the inside of a huge spacecraft, a jungle, and ice fields. Sharp details and bright colors combine for strong visuals, with dramatic cut scenes adding good comic-book intensity.

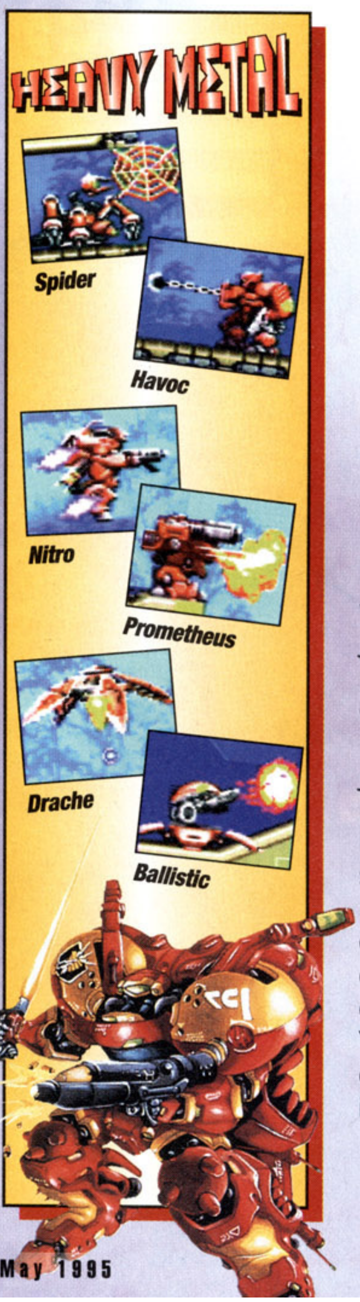
Populating the diverse worlds are tons of well-defined robots, high-tech gun emplacements, and darting airborne attackers. As a nifty touch, some of your enemies are tiny humans who are like annoying mosquitos to your big bad 'bot. And everything's clearly visible – the onscreen action is uncluttered by status bars, timers, or point totals.

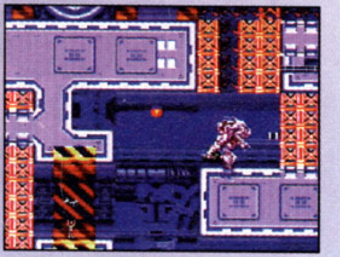


PROTIP: Stay airborne as you battle big guns. As a mobile target, you're harder to hit.



PROTIP: Blast every crate. Occasionally you'll find health power-ups and weapons inside.





PROTIP: After blasting through the orange blocks, rescue your Mission One shipmate at the lower left. Shoot a passageway through to the left to escape.

PROTIP: Watch out for slowly moving platforms and gates. They're easy to ignore in the heat of battle but deadly if you're trapped.

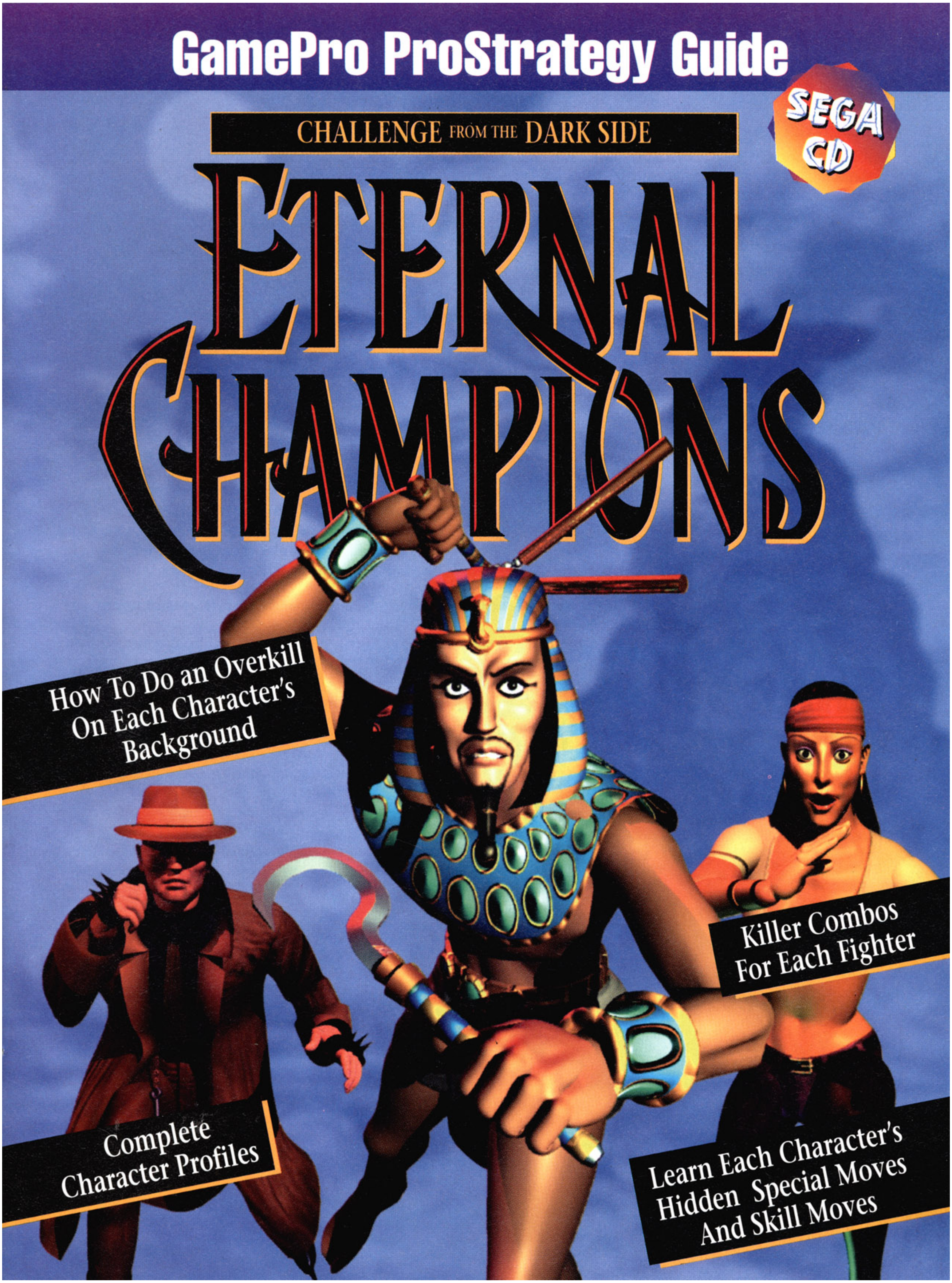
The sounds are the only relative weakness. While they're not bad, they aren't really distinctive. Standard explosions and feeble grunts are layered over typically torrid technorock. It's not quite the heavy metal these metalheads might've inspired.

Test Your Mettle

Superior controls make this game stand out. You start with an energy shield, saber and cannon, as well as a jet pack for transportation. Later, you find a variety of homing weapons and grenades for extra firepower. What's more, you can make your tiny pilot jump from his Metal Warrior to shoot other little guys. You can then guide him to a pilotless Metal Warrior, where he jumps in and fires an array of new weapons. Control variety like this makes for hours of stunning gunning.

Easy mazes, fast fun, and gun-happy thrills – hey, you don't have to be a rocket scientist to play Metal Warriors. You just have to love action games. Good ones like this are in shoot supply. G

GamePro ProStrategy Guide



CHALLENGE FROM THE DARK SIDE

ETERNAL CHAMPIONS

How To Do an Overkill On Each Character's Background

Killer Combos For Each Fighter

Complete Character Profiles

Learn Each Character's Hidden Special Moves And Skill Moves

SEGA CD

ETERNAL CHAMPIONS

CHALLENGE FROM THE DARK SIDE

By Bruised Lee

The Final Contest

Eternal Champions: Challenge from the Dark Side proves that the second time can be the charm. The sequel to Eternal Champions brings back all the original fighters with several new moves each, but it improves greatly on gameplay and character animations. And for those who wanted more blood and more ways to finish off your opponent, there are now four ways to brutally end a fight. If that's still not enough change for skeptics, four new characters (Ramses, Riptide, Dawson, and Raven), nine playable hidden characters, and two other players somewhere in the game beef up the fighting roster.

This guide gives you a breakdown of the main fighters and their hidden special and skill moves. You'll also find some tasty combos and learn how to how to do an Overkill on each character's home turf.

Controller Legend

Kicks:	Punches:		
Button A = Snap	Button X = Straight	↑ = Up	↓ = Down
Button B = Thrust	Button Y = Lunge	↗ = Up-Toward	↙ = Down-Away
Button C = Wheel	Button Z = Swing	→ = Toward	← = Away
		↘ = Down-Toward	↖ = Up-Away

Motion = Move the directional pad in one smooth, continuous motion.
Tap = Tap the buttons or directions indicated in sequence.
Charge = Hold the direction indicated for the number of seconds indicated.
Close = The move must be done when close to the opponent.
( ) = Simultaneously execute commands in parentheses.

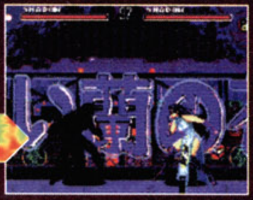
Special Note: All instructions assume that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

SHADOW

Shadow is a true ninja – adaptable, versatile, and deadly. She has a wide variety of projectile weapons, hand-to-hand attacks, and mystical ninja powers at her disposal. There is no enemy or obstacle she can't handle.

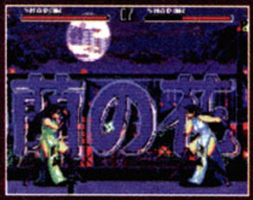
SPECIAL MOVES

Shadow Mode



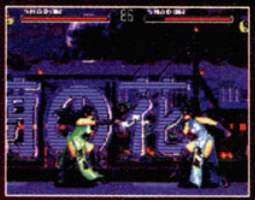
Press (X Y Z) to become a "shadow" and attack without fear of injury. This effect lasts for five seconds.

Flying Mine



Motion ↓ ↘ → Z. Shadow throws an autolocking mine that explodes on impact.

Ninja Weapons



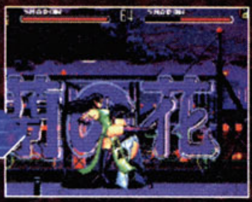
Charge ← for one second, Tap →, X or Y. Shadow throws a Shuriken straight forward.

Charge ← for one second, Tap ↗, X or Y. She throws a knife upward.

Charge ← for one second, Tap ↘, X or Y. Shadow throws a bomb toward the ground.

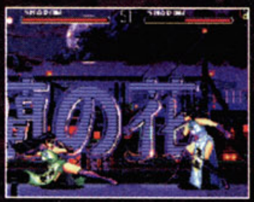
SKILL MOVES

Banzai Blitz



Charge ← for one second, Tap →, (B C). Shadow pulls an auto five-hit move.

Flying Step



Charge ← for one second, Tap →, (A B). Shadow executes a high-speed slide.

KILLER COMBOS

Five-Hit Combo

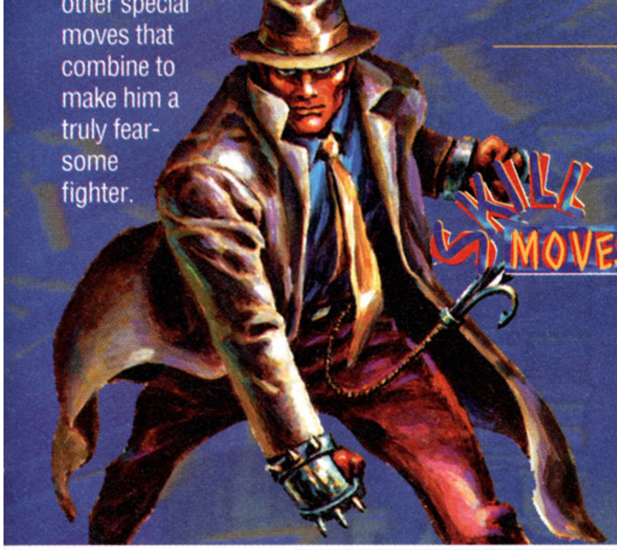
Jump in and Tap B, ↙, A, (start to Charge ←) B, →, (Y Z).

Seven-Hit Combo

Jump in and Tap Z (start to Charge ←), X (in close), →, (B C).

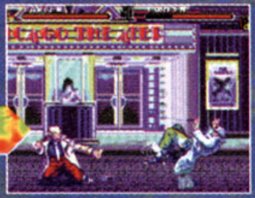
LARCEN

Larcen relies on a strong offense, even more so now with the addition of his new specials. With the exception of one air-defense-and-reflect move, he has a virtual arsenal of attacks, aerial assaults, projectiles, Machine Gun Kick, Slash 'n' Turn, and other special moves that combine to make him a truly fearsome fighter.



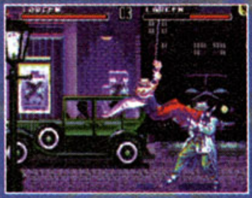
SPECIAL MOVES

Low Sweep



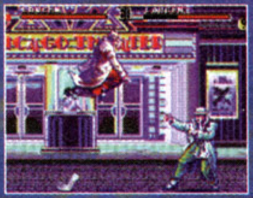
Charge ← for one second, Tap →, Z. Larcen wraps his grappling hook around the opponent's legs.

Power Sweep



Press (A B C), and Larcen attaches his hook to the ceiling and swings feet first.

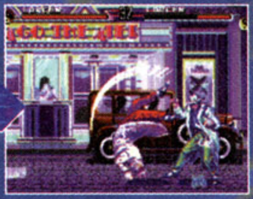
Air Sweep



Press (A C). This move can be done in the air as well. Larsen jumps back and throws his hook toward the enemy.

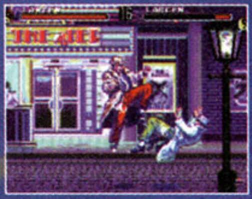
SKILL MOVES

Backflip Kick



Motion ↓ ↙ ← C. Flip backward to deliver a bone-cracking kick.

Mantis Strike



Motion ↓ ↘ → A to jump forward and deliver a battering knee strike.

KILLER COMBOS

Four-Hit Combo
Jump in and Tap B, ↓, B (start to Charge ↙), Y, →, Z.

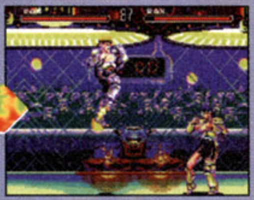
Six-Hit Combo
Jump in and Tap C (start to Charge ←), B (in close), →, (Y Z).

RAX

A dangerous fighter before, Rax is a true combat machine with his new special attacks. Cyber-charged punches, kicks, and Atomic Knee strikes coupled with the Shock Wave and jet-powered uppercuts make him an offensive fighter first and last.

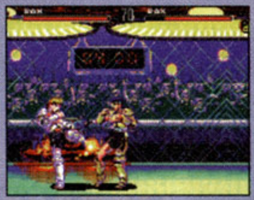
SPECIAL MOVES

Air Jets



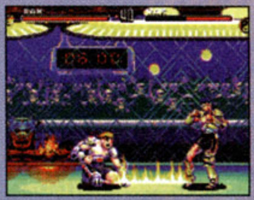
Charge ↓ for one second, Tap ↑, B. Rax ignites his jump jets and hovers for a short time.

Cyber Kick



Press (A B C). This move boots the enemy with a devastating kick.

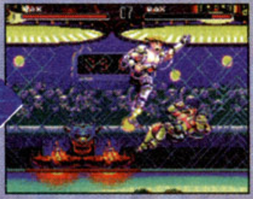
Shock Wave



Charge ← for one second, Tap →, (Y Z). Rax summons a blast of electricity, then slams down his fist, sending a shock wave across the ground.

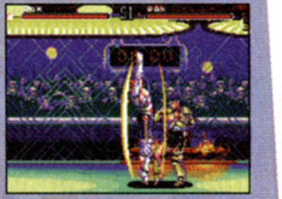
SKILL MOVES

Jet Uppercut



Charge ↓ for one second, Tap ↑, Z. Rax delivers a cyber-powered uppercut with his jet boots.

Turbine



Charge ← for one second, Tap →, A. This move blows your opponent to the opposite side and neutralizes their projectiles.

KILLER COMBOS

Seven-Hit Combo
Jump in and Tap Z (start to Charge ←), A (in close), →, (B C).

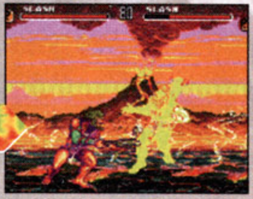
Five-Hit Combo
Jump in and Tap C, ↓ X, Motion ↓ ↘ → B.

SLASH

Slash has a few new tricks up his sleeve. His club has been modified to shoot fire and spray ice, and he's learned a couple of wild acrobatic maneuvers to throw the enemy for a loop. Don't underestimate his ability to deliver a good beating.

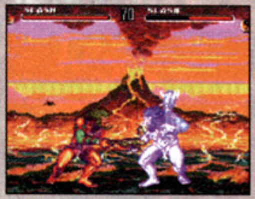
SPECIAL MOVES

Fire Club



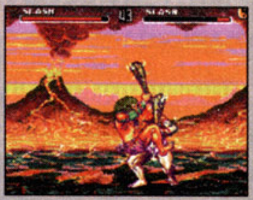
Motion ↓ ↘ → X. Slash shoots a stream of fire from his club.

Ice Club



Motion ↓ ↘ → Y. Slash freezes his enemies with a spray of ice from his club.

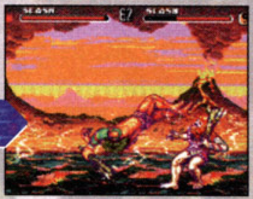
Spinal Crush



While in close, Hold →, Tap Y to grab your opponent and hit them over the head with the club.

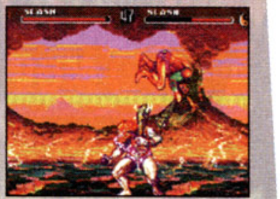
SKILL MOVES

Double Foot Kick



Motion ↓ ↙ ← C. Slash does a back flip while kicking the enemy rapidly with his feet.

Club Dive



Motion ↓ ↙ ← B. Slash leaps over his enemy's head, beating them as he passes.

KILLER COMBOS

Seven-Hit Combo
Jump in and Tap Z (start to Charge ↙), B, →, (B C).

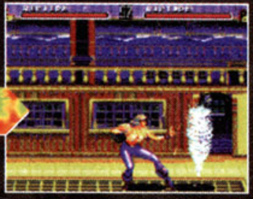
Three-Hit Combo
Jump in and Tap C, A (in close), Motion ↓ ↙ ← C.

RIPTIDE

Aside from her daggers and Kajukenbo blitz attacks, Riptide can make her opponents reel from the sounds of thunder and lose their footing as if being tossed about in a ship. She can also summon the force of a tidal wave in one great punch.

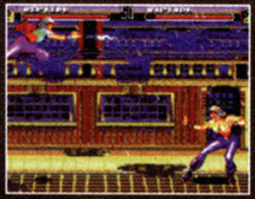
SPECIAL MOVES

Whirlwind T-Port



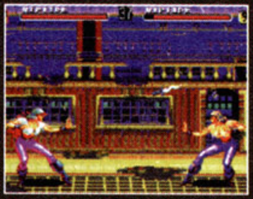
Charge ↓ for one second, Tap ↑, C. Riptide disappears and reappears in a cyclone of wind.

Kriss Blade (Air Attack)



While in the air, Charge ← for one second, Tap →, X (to throw the blade forward) or Y (to throw the blade downward).

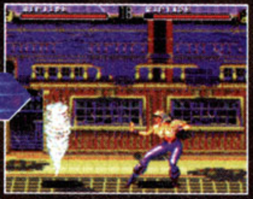
Kriss Blade (Ground Attack)



Charge ← for one second, Tap →, X (to throw the blade forward) or Z (to throw the blade upward).

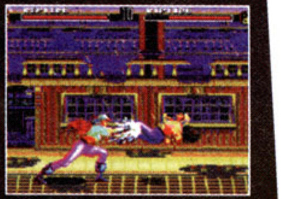
SKILL MOVES

Whirlpool Reflect



Charge ← for one second, Tap →, A. Riptide morphs into a whirlpool that catches and reflects projectiles.

Tidal Punch



Motion ↓ ↘ → X. Riptide's punch summons the force of a crashing wave.

KILLER COMBOS

Seven-Hit Combo #1
Jump in and Tap Z (in close), Motion ↓ ↘ →, Tap Z.

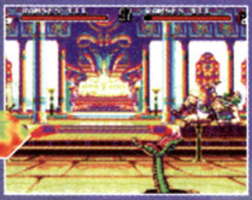
Seven-Hit Combo #2
Jump in and Tap C (start to Charge ↙), A, →, (B C).

RAMSES III

The epitome of raw power, Ramses can change into a great snake, a golden statue, or living fire. He can also summon the spirit of the phoenix, the crocodile, or the jackal and can focus the power of the sun into a blast of energy. Ramses is a supreme offensive and defensive fighter. Only a very clever or skilled warrior can pose a threat to him.

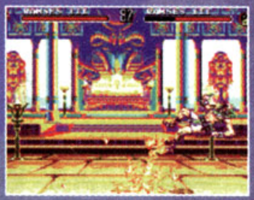
SPECIAL MOVES

Snake Attack



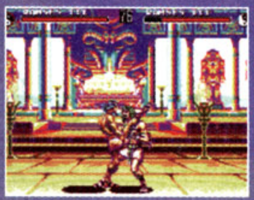
Charge ↓ for one second, Tap ↑, C. Ramses morphs into a great serpent and delivers a sneak attack.

Torch Attack



Charge ↓ for one second, Tap ↑, Y. Ramses transforms into a living fire, rolling across the scene and scorching enemies.

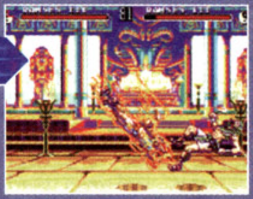
Hack and Smack



Charge ← for one second, Tap →, (X Y). Ramses wields his blade and flails in a four-hit combination.

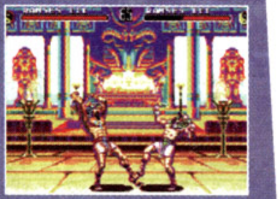
SKILL MOVES

Phoenix Dive



While in the air, Charge ← for one second, Tap →, Z. Ramses becomes a firebird and dives at the enemy.

King Combo



Charge ← for one second, Tap →, (B C) to unleash a five-hit strike attack.

KILLER COMBOS

Seven-Hit Combo
Jump in and Tap Z, ↓, Y, ↙, X, →, (X Y).

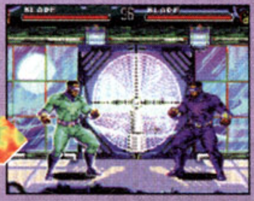
Five-Hit Combo
Jump in and Tap Y, ↓, Y, Motion ↓ ↘ → C.

BLADE

Blade returns with new multiple-strike moves and a few power moves that utilize his great strength. Blade overcomes his enemies with moves like the Brick Wall and the Lightning Strike. He can also chop his enemies down to size with his Slice 'n' Dice move.

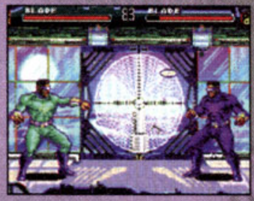
SPECIAL MOVES

Personal Shield



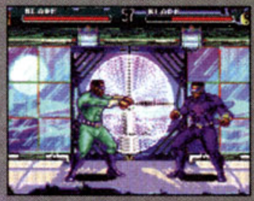
Press (X Y Z). The shield absorbs about half of the damage inflicted on Blade. Too many attacks can overload it.

Tracking Blade



Charge ← for one second, Tap →, (X Y). This move is like the straight blade with the added advantage that it auto-attacks.

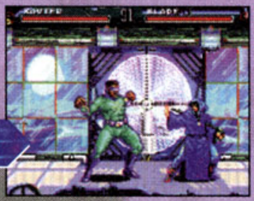
Projectile Containment Field



Press (A B). The field causes any projectiles fired at Blade to travel at half speed.

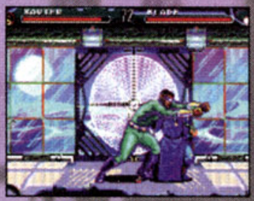
SKILL MOVES

Brick Wall



Charge ← for one second, Tap →, B. Blade uses his own mass and strength to overpower the opponent.

Excessive Force



Charge ← for one second, Tap →, (B C). Blade punches, kicks, and batters the opponent with this five-hit attack.

KILLER COMBOS

Six-Hit Combo
Jump in and Tap C, ↓, Y, Motion ↓ ↘ → C.

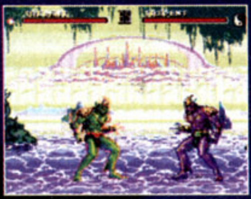
Four-Hit Combo
Jump in and Tap Y, C (in close), Motion ↓ ↘ → (B C).

TRIDENT

Trident boasts a stronger offense and more control over the seas that are his home. His bio-fields still form the foundation for his fighting style, but he now has brutal special moves that subject his opponents to face-lashing, wave-pounding, and blade-slashing attacks. He can also escape or make surprise attacks with his Wave Master teleport.

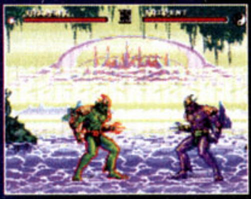
SPECIAL MOVES

Repulser Field



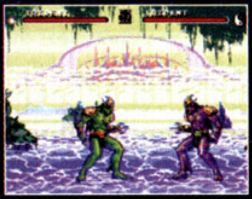
Press (B C). A yellow cloud surrounds you and pushes away your opponents.

Bio-Drain Field



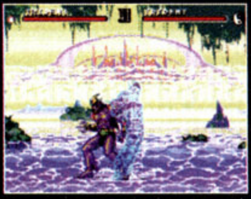
Press (Y Z). If opponents touch you, this red cloud limits their attacks.

Depth Charge Field



Press (X Y). This blue cloud makes your enemies move slower if they touch you.

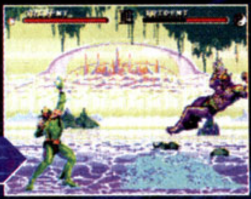
Liquid Mode



Press (A B C). Trident transforms into water and passes through solid objects. This move is good for getting out of the corners.

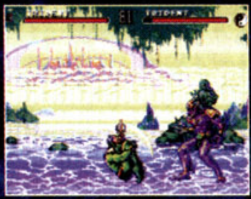
SKILL MOVES

Tidal Wave



Motion ↓ ↘ → Z. Trident summons a wave from the depths of Atlantis to hurl at his opponent.

Slash Spin



Motion ↓ ↘ → C. Trident turns into a ball and rolls forward. Motion ↓ ↙ ← C to roll backward.

KILLER COMBOS

Seven-Hit Combo
Jump in and Tap C, ←, B, →, (A B).

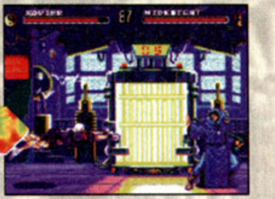
Eight-Hit Combo
Jump in and Tap Z (start to Charge ↙), B, A, →, (B C).

MIDKNIGHT

MidKnight is back with a new set of fighting moves and special moves born from his vampiric powers. He can manifest the power of the beast within and render his body highly resistant to damage. He can also summon the energies of the ancient bloodsuckers and deliver a flying Demon Fang Kick to an airborne enemy.

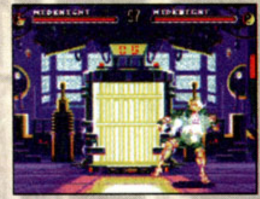
SPECIAL MOVES

Flying Wall Smash



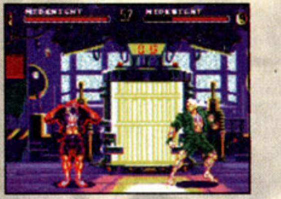
Charge ← for one second, Tap →, Z. MidKnight flies forward with both fists extended and rams the opponent.

Mist Attack



Press and hold (A C). MidKnight vaporizes into mist and barrages the opponent with ghostly strikes.

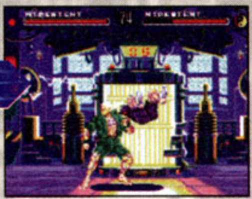
Manifest



Press and hold (A B C). MidKnight becomes supercharged and resistant to damage.

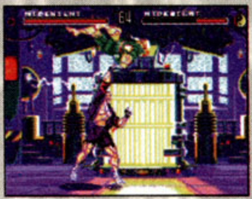
SKILL MOVES

Shoulder Roll Or Side Kick



While in close to the opponent, Motion ↓ ↘ → Z. MidKnight rolls up and over, delivering a blow to the back of the enemy's head.

Overhead Stomach Punch



Charge →, press (A B C) to grab your opponent and send them flying with a punch to the midsection.

KILLER COMBOS

Eight-Hit Combo
Jump in and Tap Z (start to Charge ↙), Y, A, →, (B C).

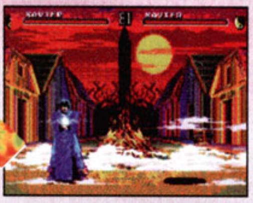
Six-Hit Combo
Jump in and Tap C, C (in close), Motion ↓ ↘ → B.

XAVIER

Originally a spell-thrower with limited defensive abilities, Xavier returns with stronger defense and a spell or two. Xavier can keep opponents away with his Dragon's Bite uppercut, reflect projectiles with his Mystic Shield, and harass opponents with his Phantom Strike.

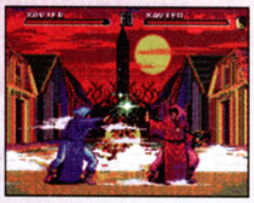
SPECIAL MOVES

Swap Spell



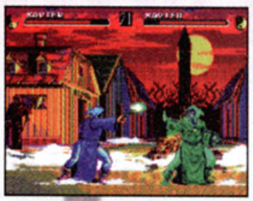
Press (X Y). Xavier switches places with the opponent. This move tricks opponents into being hit by their own projectiles.

Possession



Press (X Y Z). Xavier changes to his opponent's identity. Possession lasts several seconds.

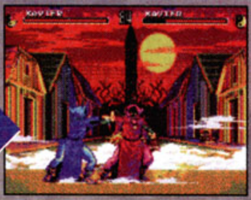
Confusion Spell



Press (A C). Xavier's spell confuses his opponent by scrambling their controls for five seconds.

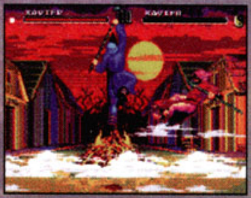
SKILL MOVES

Snap Back



Charge ← for one second, Tap →, X to strike from a distance by extending the end of the cane to twice its normal length.

Dragon's Bite



Motion ↓ ↘ → C. Xavier delivers a nasty uppercut with his cane.

KILLER COMBOS

Five-Hit Combo

Jump in and Tap Z, ↙, A, Motion ↓ ↘ → C.

Seven-Hit Combo

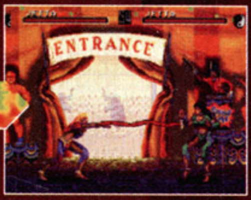
Jump in and Tap C (start to Charge ↙), X, X, →, X.

JETTA

Jetta was primarily a hit-and-run character in the first EC, but now she has some fierce offensive and defensive moves. Coupled with her Phasing powers, the new moves make Jetta a formidable offensive fighter as well as a dangerous hit-and-run fighter.

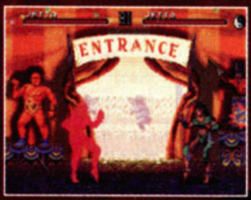
SPECIAL MOVES

Flying Choke Hold



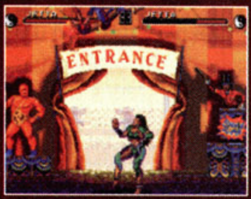
Charge ← for one second, Tap →, Z. Jetta throws her sleeve around her opponent's neck and pulls upward.

Resonate



Press (X Y Z) to do the Phase move, then press (A C). This move causes a non-blocking enemy to shake uncontrollably and respond poorly to their controls.

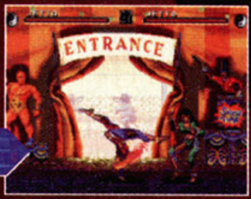
Ceiling Grab Or Death Dive



Charge ↓ for one second, Tap ↑, B. Jetta grabs onto the ceiling and hurls a Bladerang, then falls in a Death Dive.

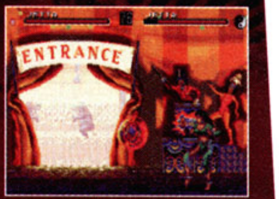
SKILL MOVES

Power Burst



Motion ↓ ↘ → C. Banging her bracelets together, Jetta sends an energy burst back and forth.

Ricochet



Charge ↓ for one second, Tap ↑, A or C. Jetta spins into a ball, bounces off the ceiling, then quickly darts left or right.

KILLER COMBOS

Eight-Hit Combo

Jump in and Tap A (start to Charge ↙), Y, →, (Y Z).

Seven-Hit Combo

Jump in and Tap A, (start to Charge ↙), A, →, (B C).

RAVEN

A manipulator of the forces of time, Raven can slow time, step into a time portal, teleport about the battlefield, create a time rift, suck the enemy into a black hole, and actually delete seconds from the battle clock with the power of her hourglass. As a voodoo priestess, she can animate her snake tattoo, create a voodoo doll of the enemy to hurt them from afar, or dive at her opponent with a Raven's Fury.

SPECIAL MOVES

Create Void

Motion ↓ ↘ → Z. A black hole appears and sucks in your opponent.

Time Split

Charge ← for one second, Tap →, (Y Z). Raven teleports around the field several times, escaping damage. *Note: Tap A, B, C to reappear.*

Destabilize Time

Press and hold (X Y Z). Raven's hourglass slows everything around her, including her opponent.

SKILL MOVES

Raven's Fury

While in the air, Motion ↓ ↘ → B. Raven dives at the enemy.

Mambo Combo

Charge ← for one second, Tap →, (B C). Raven unleashes a devastating five-hit kicking attack on her opponent.

KILLER COMBOS

Five-Hit Combo
Jump in and Tap B (start to Charge ↙), B, A, →, A.

Nine-Hit Combo
Jump in and Tap A, A, (A B C).

DAWSON

Dawson is the perfect mix of martial finesse and bar brawling. He can pummel enemies with his Spinning Axe Pick or coil and cuff them with his Rattle-Snake Belt Grab. He can also work them with his rolling Tumbleweed or whip them with his Pony-Tail Strike. Through brute force or stylized attack, Dawson gets the job done.

SPECIAL MOVES

Dual Knife Throw

Charge ← for one second, Tap →, X. Dawson throws a pair of knives dead-on at his opponent.

Spit Attack

Charge ← for one second, Tap →, (Y Z). Dawson spits tobacco at his enemy, slowing down their movement.

Hat Attack

Charge ← for one second, Tap →, Z. Dawson throws his hat at the enemy.

SKILL MOVES

Spinning Axe Pick

Motion ↓ ↘ → C. Dawson spins at his opponent.

Step Out

Stand on the opposite side of the screen from the opponent and Motion ↓ ↙ ← C. Dawson teleports from one side of the screen to the other.

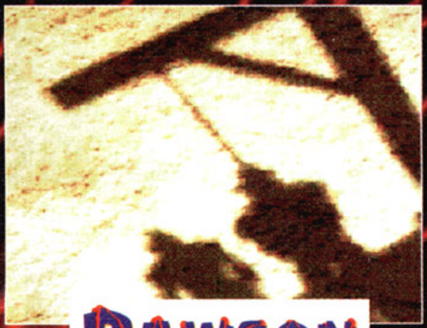
KILLER COMBOS

Six-Hit Combo
Jump in and Tap B, A, Motion ↓ ↘ → C.

Seven-Hit Combo
Jump in and Tap Z, ↙, B, Motion ↓ ↘ → B.

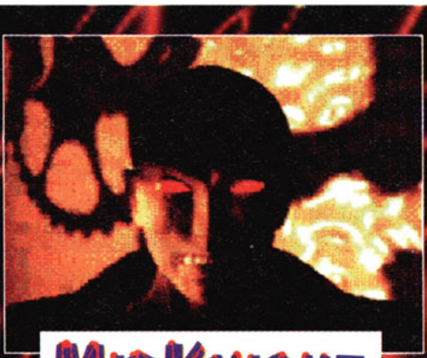
THEY WERE JUST TOO YOUNG TO DIE

BLADE

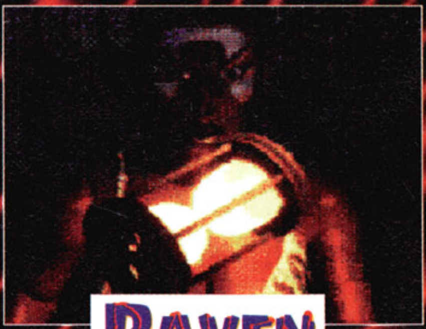

DAWSON

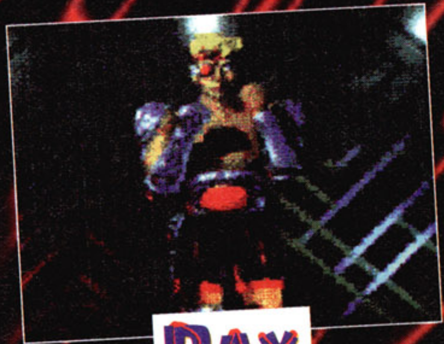
JETTA

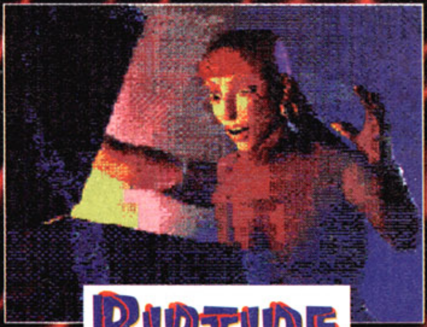
LARCEN


MIDKNIGHT

RAMSES III


RAVEN

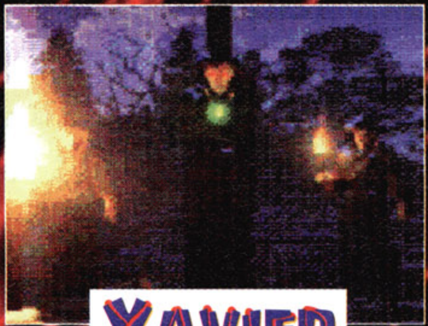

RAX


RIPTIDE

SHADOW

SLASH

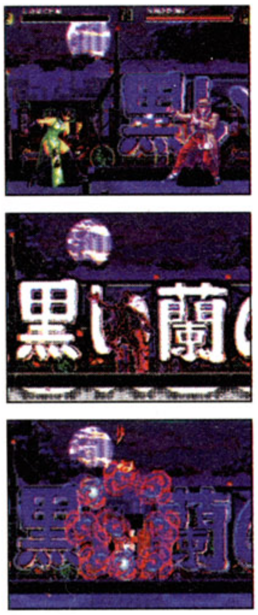
TRIDENT


XAVIER

OVERKILLS

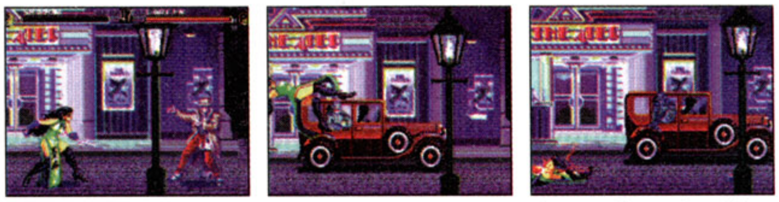
Note: Overkills can be performed only during a match's final round.

Shadow's Overkill



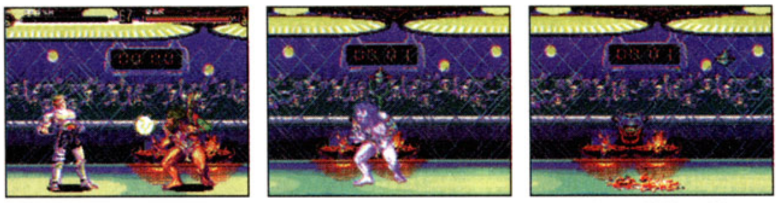
When fighting in Shadow's stage, maneuver your opponent under the second letter of the sign to the left. Position yourself even further to the left of the screen and throw a projectile to activate the Overkill.

Larcen's Overkill



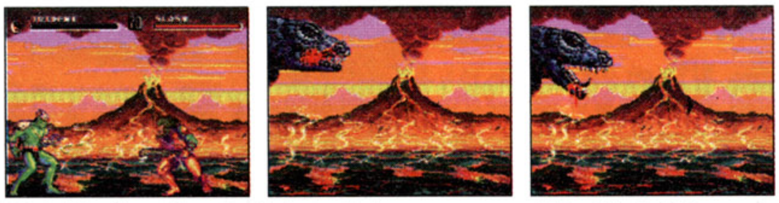
During the final round in Larcen's stage, your enemy must be standing to the right of the double doors. Place yourself further to the right and use your hook to start the Overkill.

Rax's Overkill



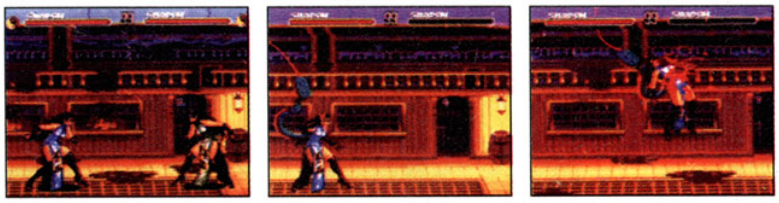
To activate the Overkill on Rax's stage, lure your enemy toward the middle of the screen in the center of the fire. To start the move, position yourself to the left and let loose with a projectile.

Slash's Overkill



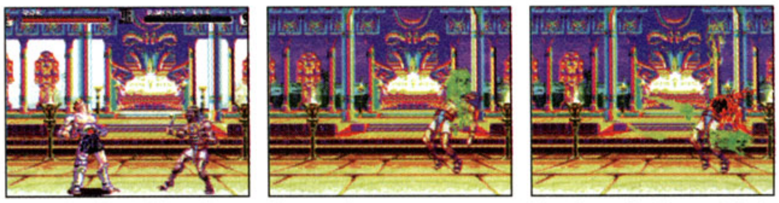
To start the Overkill on Slash's home turf, maneuver your victim into the left corner. Stand toward the right and deliver a final move to start the Overkill.

Riptide's Overkill



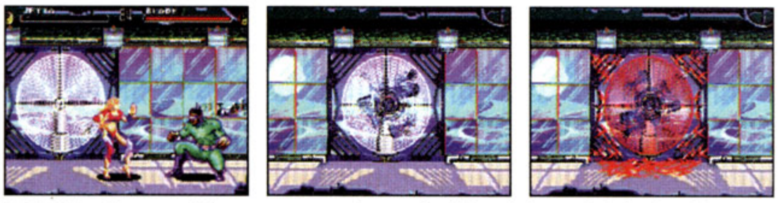
To perform the Overkill on Riptide's stage, position your opponent directly underneath the wooden mast in the center of the ship. Stand on the right and throw a projectile.

Ramses III's Overkill



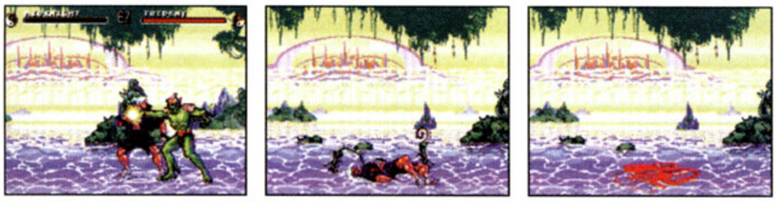
To do the Overkill on Ramses' stage, lure your opponent directly under the small pillar in the background that's just to the right of the center. To start the slaughter, face just to the left of them and release a projectile.

Blade's Overkill



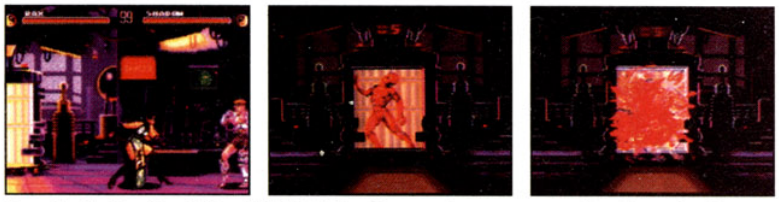
In Blade's stage, position your enemy just to the right of the end of the fan. You should be standing just to the right of your enemy when you deliver the last hit.

Trident's Overkill



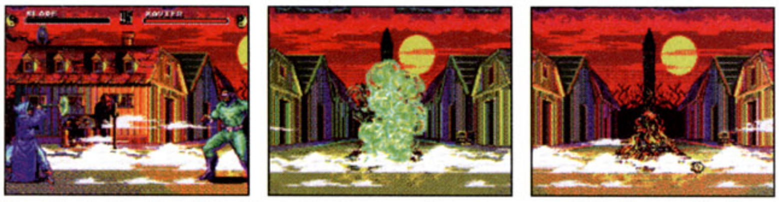
To achieve the Overkill on Trident's stage, your enemy should be directly underneath the mermaid statue. Position yourself just to the right of your enemy as you deliver the last hit.

MidKnight's Overkill



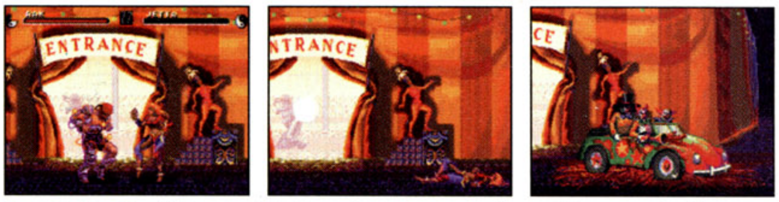
To activate the Overkill on MidKnight's stage, get your enemy directly under the danger sign on the right. Place yourself almost in the corner of the right wall, then release your final hit to start the Overkill.

Xavier's Overkill



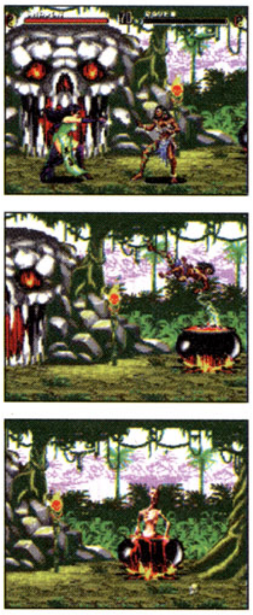
To activate the Overkill on Xavier's stage, work your opponent into the area to the left of the fire, directly in front of the closest side-door entrance to the house in the background. Stand on the far left and launch a projectile at them.

Jetta's Overkill



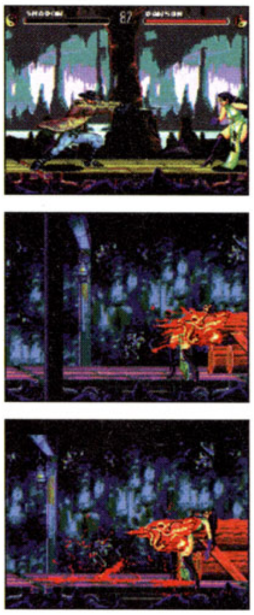
To get to the Overkill on Jetta's stage, lure your enemy toward the second entrance sign on the right, directly in front of the right flap. Stand on the left side, fairly close to them. To activate the Overkill, just let loose with a projectile.

Raven's Overkill



On Raven's stage, you can start the Overkill when your opponent is standing just to the left of the flaming skull. Position yourself on the left-hand side but remain fairly close to them. Throw a projectile to finish them with the Overkill.

Dawson's Overkill



To activate the Overkill on Dawson's stage, work your opponent into the right-hand corner of the stage. Push them all the way into the corner before you deliver the final hit.

GamePro ProStrategy Guide

ETERNAL CHAMPIONS™

CHALLENGE FROM THE DARK SIDE

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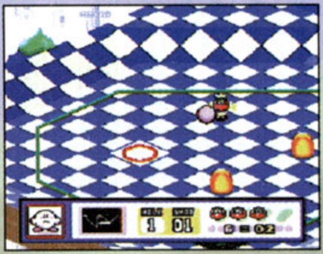
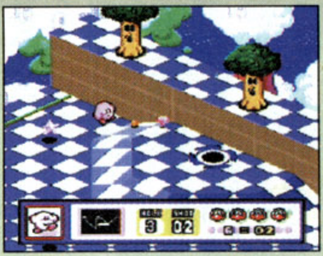
KIRBY'S DREAM COURSE

By Scary Larry

Imagine: You're golfing, and you're ready to swing. It's a tough shot because two large trees stand between you and the hole. You shoot, the ball sails...then suddenly it turns into a blaze of electricity and plows through both trees! Now you have an idea what's in store for you with Kirby's Dream Course.



PROTIP: Use the rebounding retainer wall to your advantage. Bank shots to take out as many enemies as possible.



PROTIP: Use a gentle stroke when trying to land the ball on a hill. Don't bounce the ball; it may pass over the slope and roll down the other side.

Kirby in One

Kirby's still after King Dedede, but this time they battle it out on the greens. With the help of Kracko, Gordo, and Wispy Woods (Kirby's archenemies from previous games), King Dedede is ready to hit the links against Kirby.

Kirby can only hope that the tide – and the putting green – will turn his way...literally. You must guide Kirby into holes like a golf ball, but the holes are guarded by enemies, spikes, pools of water, and spinning tiles that redirect him. On top of that, all the courses are set in midair, so one wrong shot, and you're permanently off the green.

The controls are simple: You aim Kirby and plan his trajectory. He can also power up to destroy obstacles, run clear of sand traps, and float gently right into the hole. Shooting accurately can be tricky, however. Sometimes you'll swear you sunk a putt only to see the ball glance off the rim.

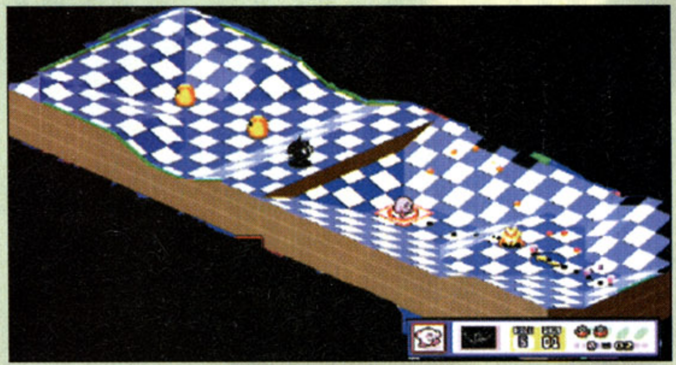


Figure out the trajectory of the ball on one of Kirby's wacky courses, and you'll be on par!

Kirby Putts Things Right

The graphics are just what you'd expect from this puff ball. Bright, colorful, and funny, the visuals are faithful to the Kirby tradition established on the NES and Game Boy.

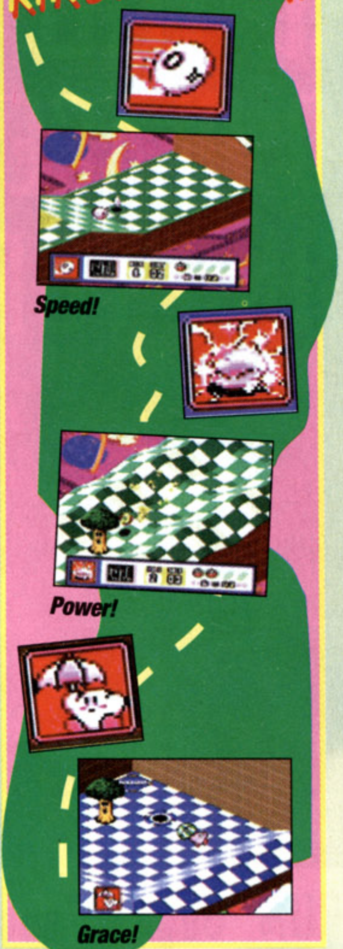
The sound is Kirby-esque as well. Cute music and funny special effects accompany every shot, and though they're not for everybody, the sounds do enhance the game.

For the Birdie

If you're not a Kirby fan, you'll definitely miss the hole with this game. Kirby and his special powers are everywhere, barreling through trees, skimming off the surface of water, and blowing up enemies.

But if you like the Kirby series, there's nothing else you need to know about Dream Course. It's just as fun as the previous titles, with lots of color and kooky gameplay. Being a fan of miniature golf (C'mon, admit it!) will also help you love this wildly amusing game. Kirby gets a birdie. G

KIRBY POWER!



Super NES Game ProFile

Kirby's Dream Course

(By Nintendo)

NOT RATED

Want to shoot 18 holes with a fat, morphing, multitalented puff of fluff? No, not the President. Kirby's Dream Course does for golf what NBA Jam did for basketball.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.5	ADJ. Adjustable

$44.99
8 megs
Available now
Fantasy golf
2 players
¾-overhead view
Multiscrolling
Battery backup

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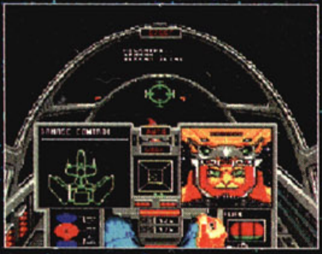
By Toxic Tommy

Even though this is the third Wing Commander game, it's entitled "Wing Commander II: Vengeance of the Kilrathi." It's almost identical in look and feel to the other two installments – and that's both good and bad.

Report for Duty

This time, the Kilrathi cat people put you, the Wing Commander, in the doghouse! Your mothership was destroyed while you tangled with the Kilrathi's invisible stealth fighters. But since you're the only one who "has seen the enemy," everyone's calling you the chicken commander!

The story line is compelling, and a mysterious saboteur adds intrigue. Moreover, the story graphics are the game's visual stars. Clean, detailed close-ups of characters are nicely presented.



Trade insults with Kilrathi pilots.

Commanding Views

You fly via a cockpit view, but one of the space-fighters also offers a cool tail-gunner look. The forward view is dominated by the topnotch instrument panel, but the dogfight visuals are limited. The tail-gunner look offers a full-field kill zone.

Wing's weak spot is the combat animation of the Kilrathi ships, which jerk around and quickly dive off the tiny gameplay space. Targeting enemies by sight is as tough as ever.

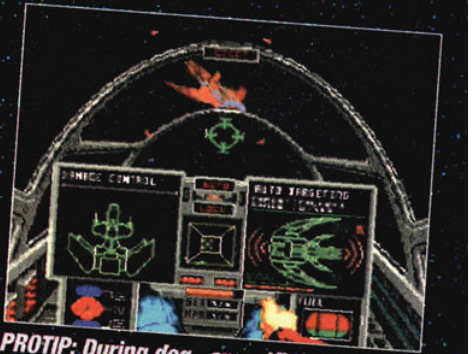
The sounds are also a little tough...on the mind. The minimal effects are just okay. The military music's fine, but the action tunes drone.

Here Kitty, Kitty

Your Kilrathi competition isn't so tough. This Kilrathi crew fights like kittens, which cuts down the challenge factor. Unlike previous Wing games, lasers and shields quickly recharge so intermediate pilots should have no problem filling space with kitty litter.

The nicely crafted controls also help pile up the feline fatalities. You can spin your ship 360 degrees on a dime.

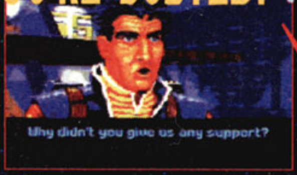
Wing Commander survives this battle. It's close enough to the originals that fans will expect the cat-scratch combat graphics. It also offers notable improvements – it just should have kept earlier challenge factors. Intermediate Commanders and rookies should feel free to just Wing it. **G**



PROTIP: During dog...er, catfights, speed up to chase or elude your foes. Slow down when you're ready to shoot.

Wing Commander II
Vengeance of the Kilrathi

YOU'RE BUSTED! ...but the story graphics are great!



Why didn't you give us any support?

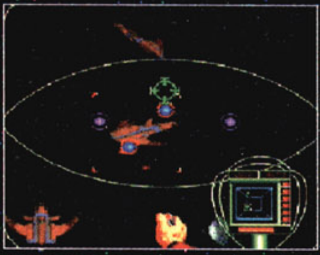
This time you've been labeled a traitor. Hello, galactic errand-boy duty!

And I still believe that you're guilty of treason.

A Kilrathi cloaking device? Your commander thinks you're seeing...er, not seeing things.

Launch a full spread of missiles directly into the Ghorah Khar shipyards.

The Kilrathi plot to destroy their own crews to keep the stealth fighters secret.



PROTIP: In the Broadsword, you can attack forward at top speed and hit Button A to finish the victim with the tail gun after you pass.

PROTIP: You can always attack with full shields. Just outrun attackers as you recharge. Twelve seconds does it.

She is not the only Confederation pilot that we have lost in the line of duty.

Angel returns as commander of the Concordia.

PROTIP: 200 to 250 kps is a good speed for fighting and for eluding asteroids.

PROTIP: If you run into invisible stealths, use the radar screen to track and attack them. Fire when the blips are dead center.

Can you save your career?

Super NES Game ProFile

Wing Commander II: Vengeance of the Kilrathi

(By FCI)

NOT YET RATED

Despite improved graphics and an easier challenge, the third Wing Commander is almost identical to the earlier installments of this durable series.

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.0	4.0	3.5	Intermediate

Price not available
8 megs
Available June
Shooter/adventure
1 player

32 missions
First-person cockpit view
Forward scrolling
Passwords

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La Mirada, CA 90638

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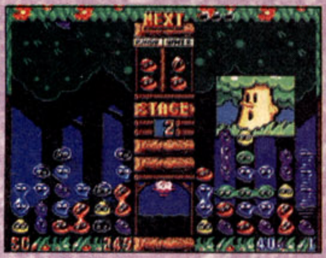
Kirby's Avalanche

By The Unknown Gamer

Although Kirby's Avalanche is a rehash of an overdone puzzler theme, it's so well done that it's worth playing – that is, if you don't already have three puzzle games just like it.

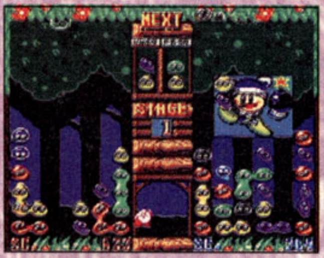
It's an Avalanche!

If you've seen Columns or Dr. Robotnik's Mean Bean Machine (Genesis), or Dr. Mario (SNES), you've seen Kirby's Avalanche. One player squares off against the CPU or two players go head-to-head in a battle to manipulate pairs of colored blobs that fall down a well. To make the blobs disappear, you connect four or more together. The player whose well fills to the top of the screen first loses.



PROTIP: As in standard Tetris-style puzzlers, keep an eye on the preview window in the middle of the screen.

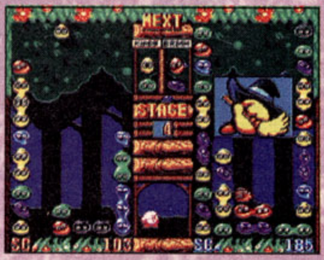
Strategy is simple: Make matches to keep your side of the screen empty and link up strings of blobs to cause chain reactions that fill up your opponent's. Control is easy: The directional pad moves the pairs of blobs left and right, and button presses switch the order of the blobs.



PROTIP: This game is all about sabotage. Try to make multiple matches at once, which makes things even more difficult for your opponent.

Kirby Konquers

Although typical for puzzle games, the graphics are nicely executed. Lighthearted animated sequences preview each CPU challenger, and the colorful blobs squish together in an amusing manner. The tunes are repetitive, but cute digitized Kirby speech livens up the action somewhat.



PROTIP: As your stack starts to build, move objects to the sides so you have room to maneuver.

If you've played similar puzzlers, you'll find nothing new about Kirby's Avalanche. If you haven't, it's a well-done little game that might just suit your style. G

Kirby's Avalanche by Nintendo

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.5	ADJ. Adjustable

$49.95
8 megs
Available now
Puzzler
2 players
16 levels
ESRB rating: Kids to Adults

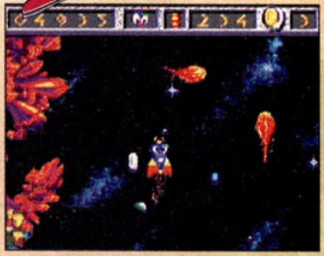
Izzy's Quest for the Olympic Rings

By Tommy Glide

Izzy, the Olympic mascot, is searching for the five Olympic rings to ensure that the '96 Summer Games get under way. He ain't too hip, and he ain't that hype, but he's a cute little platform hopper with a decent game.

Izzy Target

Players guide Izzy through ten straightforward platform levels. Izzy splats enemies with jumping attacks and morphs into one of eight characters, including a hang glider and a skateboard. The infrequent morphing, however, isn't integral to the action.



PROTIP: In the Elder's challenge, stay clear of the walls and use your speed sparingly.

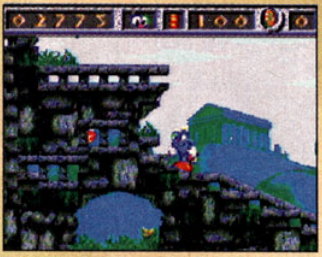
With nice detail and a visually stimulating Izzy, the graphics are sharp; in fact, they're almost identical to the Genesis version's. Izzy's enthusiasm shines through every frame of animation.

The sound echoes Izzy's Olympic spirit with blasting trumpets and great effects. The music, unfortunately, is more smurfy than inspiring.

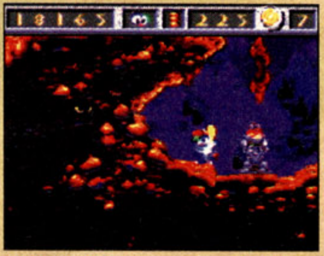
Slow and Izzy

Although the skill level is adjustable, the game's style caters to novices. With just a long jump and an attack jump, Izzy's controls are simple – but even as a young player's game, there are some tricky spots.

Plenty of discovery in the twisting levels makes Izzy's Quest fun. Hidden areas are everywhere, and each screen contains numerous Easter eggs (literally painted eggs) housing power-ups and bonuses. You'll have a good time jumping around with Izzy, but you probably won't need to add him to your collection. G



PROTIP: Destroy all the stump creatures around this outcropping in the first level. Be sure that no more appear, then enter and grab the 1-up.



PROTIP: When you drop to this Izzy checkpoint, bear right. Jump behind the large rock to find the hidden baseball morph, then go back to the left of the checkpoint and smash through the wall to find a 1-up.

Izzy's Quest for the Olympic Rings
By U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	ADJ. Adjustable

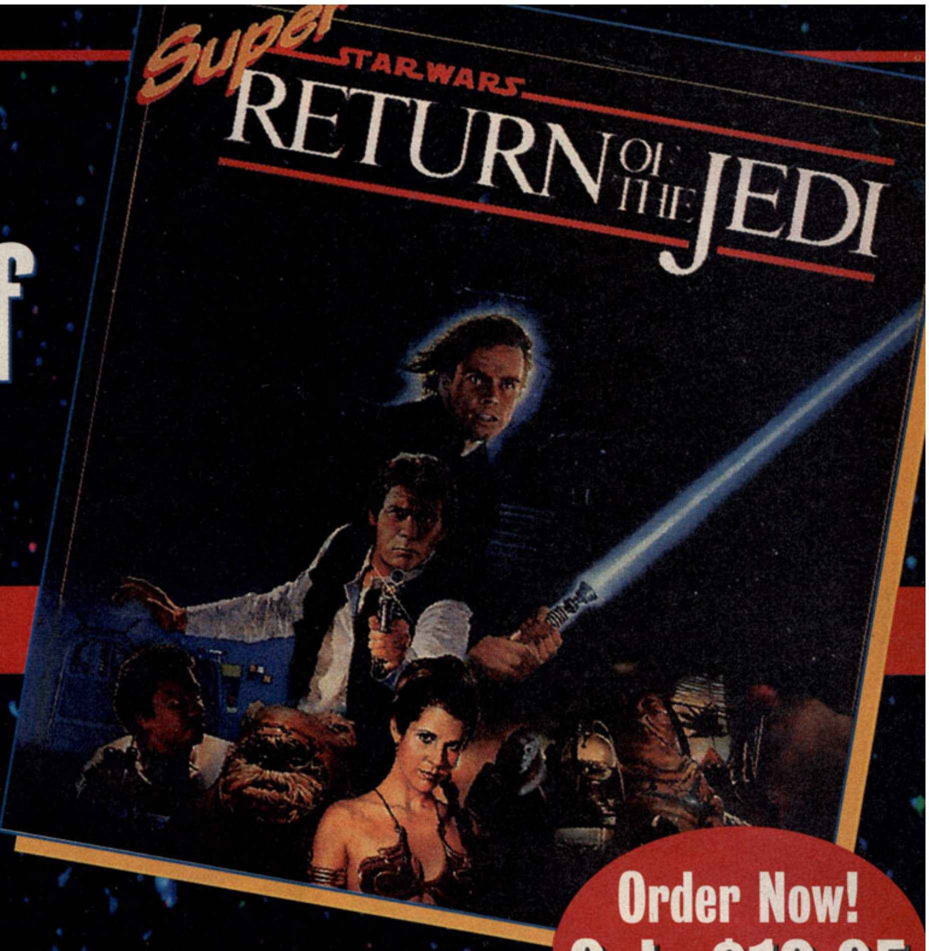
$59.99
16 megs
Available May
Action/adventure
1 player
10 levels
Side view
Multiscrolling
ESRB rating: Kids to Adults

Super Return of the Jedi

Official Players Guide

By Tim Rooney

Do you have what it takes to become a Jedi Master? This hot new strategy guide shows you how to save the Rebel Alliance and defeat Darth Vader and the Emperor.



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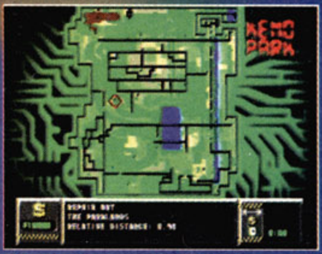
05GP328

By Tommy Glide

The life of a taxi driver is pretty tough in today's world – but it's nothing compared to the dangerous life of a hovercab driver in the quarantined city of Kemo in 2048. As former family man Drake Edgewater, you're one of the few sane people surviving in a prison city overrun with psychotics. In Quarantine, an ultraviolent new game bound to gain cult status, your chance for escape from this crumbling metropolis rides on your skills as a tough cab-driving road warrior.

The Name's Drake – Not Snake



PROTIP: A good cabbie knows the streets. Use your compass and radar as guides, but try to memorize a quick, easy route when picking up a customer.

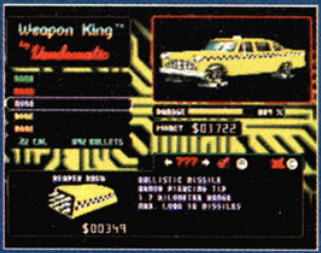
Quarantine

In this combination of driving and shooting action, your hovercab is your ticket out of Kemo. You cruise the streets, earning cash by transporting passengers and running missions for the resistance force. (The resistance force wants to end the rule of Omnicorp, which is responsible for the quarantine.) Completion of all assignments, such as package deliveries, bomb jobs, and even mob hits, within the time limit earns you the password to the next city district and eventually to freedom.

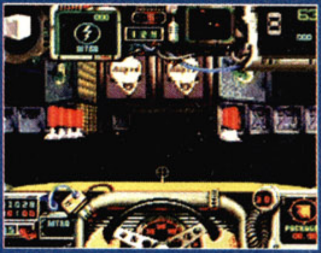
Your hovercab is nothing short of roving death, thanks to its impressive array of weapons. You begin with hood-mounted guns, and as you earn money, you can visit the local "Weapon King" to purchase everything from cannons to missiles to circular saws.

Purchasing an Uzi is necessary for those drive-bys where you need to shoot out of your side windows. As the enemies get tougher, you must upgrade your weapons to survive, and you'll need to hit the repair shop often.

You have a great weapon inside the cab, too: If you don't want your passenger anymore, the ejection seat drops them off a little short of their destination. And when all else fails, remember your cab itself is a weapon, and you can run over anyone in your path.



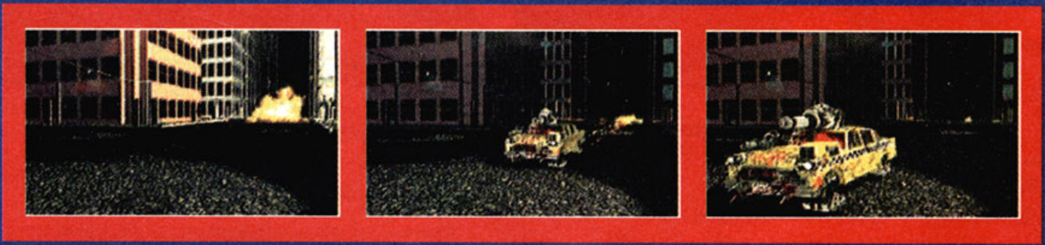
PROTIP: In the Core level, ensure a successful hit on the Lebaron Gang at the Drive-In with a healthy cab and a loaded "Reaper Rack."



PROTIP: When you make your delivery to the mall in the Kemo Core, the entrance is marked by a line of orange posts.

Remains of the Prey

Beginning with an introductory full-motion rock video, great graphics fill this game. You get four views from your cab (front, back, and both sides), so you always know who's around you. And there's no



3DO Game ProFile

Quarantine

(By GameTek)

Add Doom's gameplay to the plots of movies like *Escape From New York* and *The Road Warrior*, and you get a gritty, intense game called Quarantine.

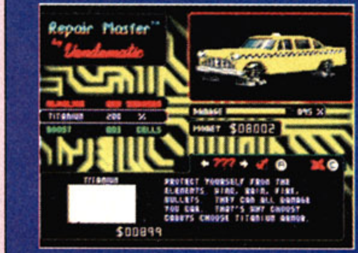
17

GUIDANCE FOR 17 & UNDER

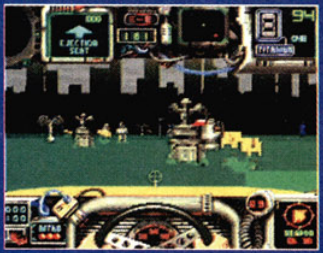
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	4.5	ADV. Advanced

$49.99
CD
Available now
Road combat
1 player
5 levels

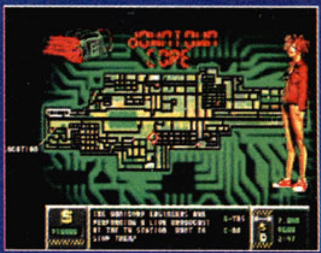
First-person view
Multiscrolling
Save feature
Not rated by the ESRB
3DO rating: 17



PROTIP: The streets are brutal on your hovercab, so splurge on protective armor as soon as you can afford it.



PROTIP: No rangers are patroling Kemo Park, so go offroad through trees and graveyards to save time on a fare.

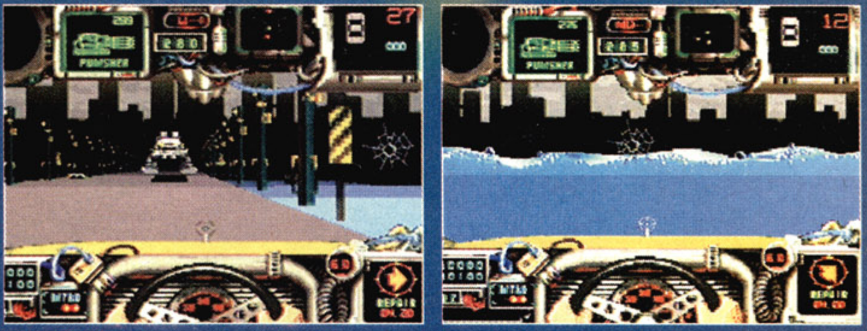


PROTIP: When you bomb Omnicorp TV in the Core level, take the bomb to the station and eject it using your ejection seat.

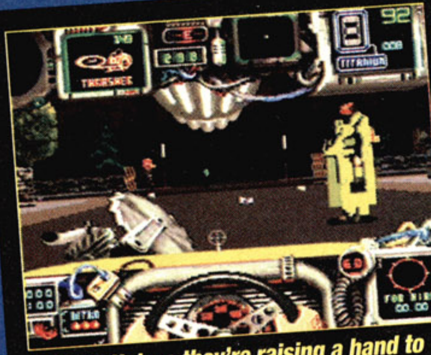
Drake's World

KEMO CITY – 2048 AD

This cool full-motion rock video introduces you to the futuristic world of Drake Edgewater and the crazed society he must escape from.



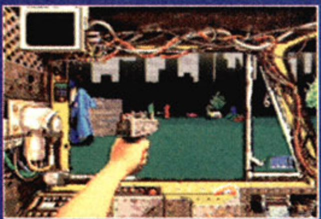
PROTIP: Your hovercab can't swim, so be extra cautious around water.



PROTIP: Unless they're raising a hand to hail you, most people in the streets are there to cause trouble. Don't hesitate to shred 'em.

need to fret over any blood code – this game delivers blood up front and by the truckload. For example, when you run down pedestrians, their remains leave stains. Each level offers new vehicles to battle, and the multiple weapons and explosions add to the cool visuals.

The gothic backgrounds in these Doom-like levels scroll sweetly. Each district has its own distinctive yet macabre detail. The projects, for example are lined with burning buildings, and the trees in the park are decorated with corpses.

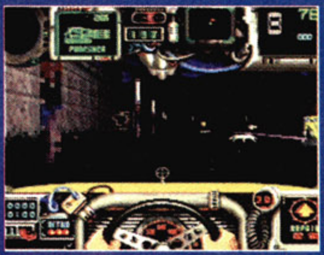


PROTIP: Save your Uzi for mass hits, such as when you face the Mad Mob in Kemo Park.

Grunge, Sweet Grunge

Finally! A game with music you'll really enjoy! There's nothing like listening to good tunes when you drive, and Quarantine has tons of music tracks (and even lets you select the tracks) from rock bands signed to major labels.

Good sound and voice effects complement the music. The explosions, the whistle of a launching missile, and a customer shouting for a taxi all make the overall sound an awesome experience.



PROTIP: The perimeter of each level is fortified with many mines and missile bunkers. Avoid driving close to the walls, or you'll take heavy damage.

Are You Talkin' To Me?

Kemo City is one tough gaming environment because your controls aren't as responsive as you'd like. Shooting is easy and accurate, but driving is hard work. Making U-turns in some levels is nearly impossible, negotiating your cab around obstacles while switching weapons and views is tricky, and any quick maneuvering can get frustrating, especially when the clock is ticking down.

With graphical violence, Quarantine is adult in its nature and isn't a game for the squeamish. Nor is it a game for the impatient: The long, involved levels will keep players behind the wheel for weeks before they see the last districts.

But what a trip it is. Doom lovers looking to score more gore will dig this grim, futuristic escape saga that spares no fares. G

By Manny LaMancha

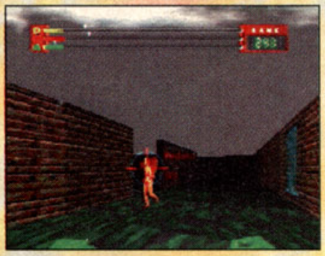
Immercenary

Immercenary molds an engaging cyberspace story of suspense and intrigue into an excellent 3DO adventure. People "jumping" into a virtual-reality world called Perfect are dying. Four agents have lost their lives while trying to discover the reason. Now it's your turn, Number Five....

Ammo-U-S-E

Immercenary is a Doom-style jaunt into the VR world of Perfect and its center, the Garden. Beginning with little power and the lowest rank, you start your battle against Perfect's inhabitants (called Rithms) with a laser. As you progress, you discover "ammo algorithms" – more powerful weapons for more powerful foes.

As your rank improves, you build DOA levels, which determine your strength in three areas key to your survival: defense, offense, and agility. The DOA adds a strategic dimension that raises the game's FunFactor.



PROTIP: Don't take on a stronger enemy unless you have adequate ammo algorithms and high DOA levels.

Controlling Number Five is simple, though the manual makes it look complex. Clean menus put every command within a couple of button presses. The worst part is the delay after you change weapons, but that is the lone flaw in the seamless controls.

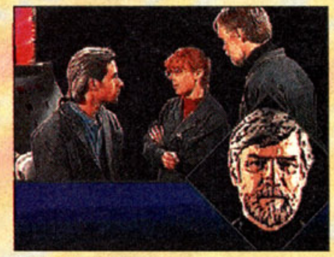
VR After You

The Garden's graphics offer a crisp first-person perspective. As the title implies, you really become immersed in the imaginative world. The cut scenes' full-motion video is some of the cleanest you'll see, though the editing is choppy.

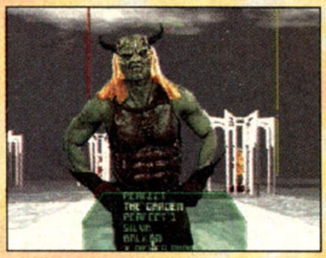
The audio is a great mix of soothing New Age music and startling stereo battle sounds. Audio cues are crucial to your survival, so it's good that the background sounds aren't distracting.

Peek-A-Boom!

Immercenary is a strange mix, but it's a heck of a lot of fun. To twist a phrase, it's a hip-hop action/adventure that's light on the RPG tip.



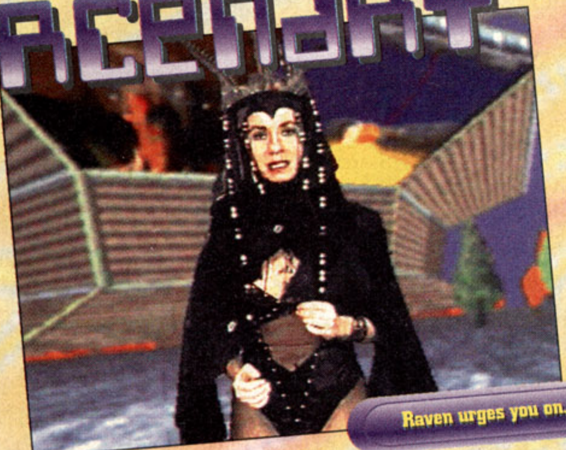
PROTIP: Listen to the scientists between levels for helpful information.



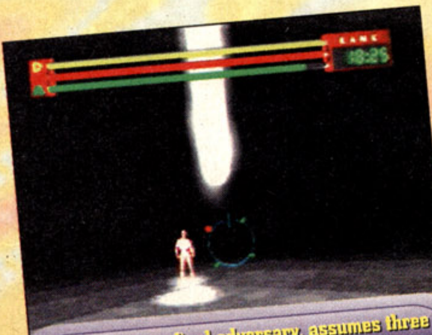
PROTIP: In DOAsys, talk to the Rithms to get information.

You get a good dose of combat, a compelling sci-fi story that's revealed gradually, and a slick first-person approach. You can't run-n-gun without thinking ahead because you have to consider your fragile DOA levels.

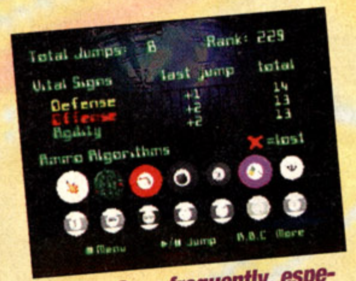
It's not the longest or most difficult game you'll play. But when a game goes for something new, rather than rehashing old themes, it's worth noticing. Immercenary is a virtual breath of fresh air. **G**



Raven urges you on.



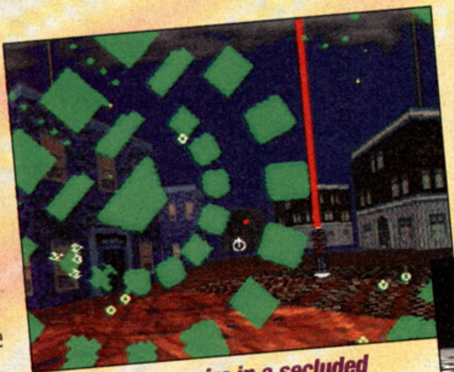
Perfect1, your final adversary, assumes three forms. All make for tough competition – compounded by the timer that's ticking down.



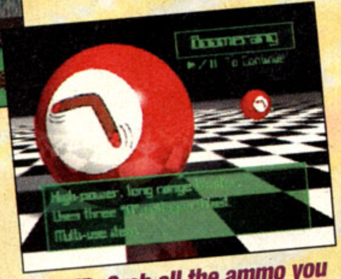
Total Jumps: 8 Rank: 229

Vital Signs	last jump	total
Defense	+1	14
Offense	+2	13
Agility	+2	13

PROTIP: Save frequently, especially after a good jump.



PROTIP: Find a spire in a secluded place to recharge safely.



PROTIP: Grab all the ammo you can, but use it only when you have enough DOA units for it.

3DO Game ProFile

Immercenary

(By Electronic Arts)

TEEN T AGES 13+ **RPG and action/adventure elements blend with slick first-person graphics and addictive gameplay to make this game a thinking man's sci-fi Doom.**

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	INT. Intermediate

$59.95
CD
Available now
Action/adventure/RPG
1 player
256 levels
First-person view
Forward scrolling
Save feature

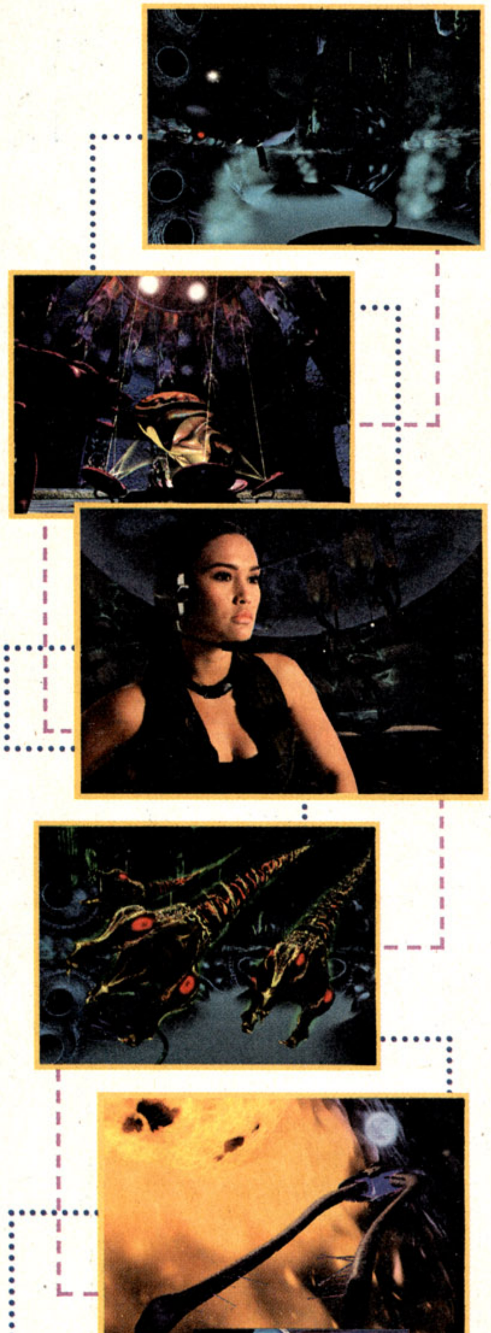
"I GO FROM WAY COOL

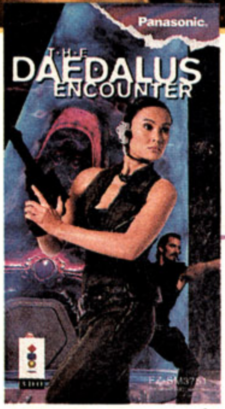
SPACE DUDE TO A BRAIN IN A BOX."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY

THE DAEDALUS ENCOUNTER

"The good news – I'm on a ship with Tia Carerre. The bad news – I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krinn and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later."





REAL 3DO ZONE

3DO

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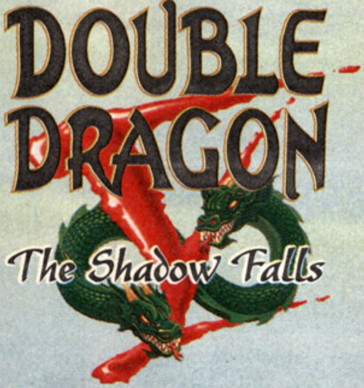


DOUBLE DRAGON V

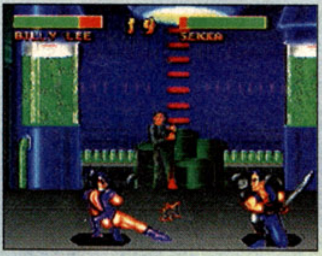
The Shadow Falls

By Scary Larry

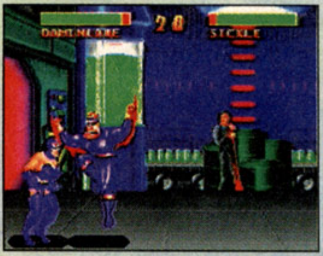
Something falls in this game, all right, but it's not the Shadow. It should be the people who think that a 64-bit system should even entertain this 16-bit imitator.

Shadowy Characters

This direct port of the SNES and Genesis fighters should have remained in the 16-bit arena. Virtually unchanged from its predecessor, DD V on the Jaguar is a weak game that serves up a silly exercise in one-on-one fighting.



PROTIP: Charge moves when you are at least one character's distance away.



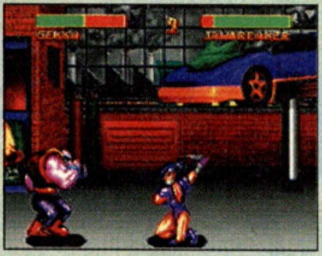
PROTIP: Cheap tactics work best. Trap a fighter in the corner and whale away.

The standard best-two-out-of-three forum reigns here. You choose from eight characters (including Billy and Jimmy Lee) in a fight to make things right. This game, however, has no depth or interesting gameplay mechanics to back up its fighting spirit.

The graphics sport no serious improvements over the 16-bit version. Although it tries to go for a more realistic 3D background, the game falls short; the sprites still look amateurish and cartoony.

The music is headache-inducing, bass-rich factory rock. All that's missing is Spandex-clad dancers and steam.

The control is about average for a game that boasts tons of special moves. The moves come off fairly easily, but forget multiple-hit combos or defensive attacks, which you'll find in more serious fighters.



PROTIP: When playing against the computer, block every air attack and counter with a low punch or kick.

Fighting in the Dark

You have to be a tremendous fan of the Double Dragon brothers to want this cart. Even casual fighting fans will draw the curtains on this shadowy game. Jaguar owners looking for a serious fighting game are still left in the dark. G

Double Dragon V: The Shadow Falls
By Williams

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.5	2.5	2.5	Adjustable

Price not available
16 megs
Available April
Fighting
2 players
Side view
ESRB rating: Teen

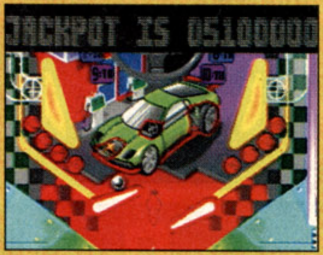
Pinball Fantasies

By Captain Squideo

Old-fashioned pinball on the high-tech Jaguar – what a concept. But while the prospect of high-speed pinball on a 64-bit system seems intriguing, the reality is surprisingly mundane. There isn't nearly enough game to make the Jag roar.

Subsonic Pinball

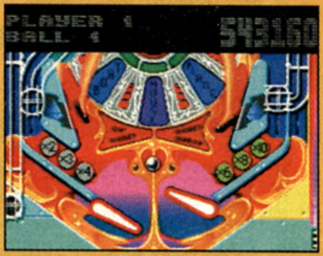
There's not much action in Pinball Fantasies. You play standard pinball on four small tables. That's it. No wondrous power-ups, no hidden warp areas, no ramps, no characters.



PROTIP: Using your flipper, catch the ball, cradle it, then carefully aim it for maximum points.

Control? It's mindless – just flip those flippers. Purists may like this game, but anybody who thinks a $60 video game should offer some imaginative surprises will be severely disappointed. There was more gameplay in Sonic Spinball for the Game Gear.

To its credit, Pinball Fantasies has decent graphics. Hallucinatory introductory backgrounds swirl like sweet eye candy. And the tables themselves, themed around subjects like cars or crypts, are sharp and colorful.

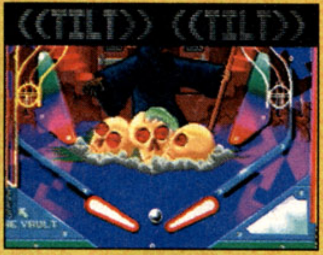


PROTIP: You can hit balls with the most force if you strike them with the tip of your flippers.

The sounds create a fine aural atmosphere for the individual tables. The Speed Devils table, for instance, runs revving car noises behind the action. But where are the voices and the memorable music? Just more underused Jag potential.

Fantasyland

Straightforward and simple, Pinball Fantasies isn't any different from the old pinball machines left in the dust years ago by modern arcade video games. This game might appeal to young novices or veterans with nostalgic feelings for the glory days of Bally tables. But does that make Pinball Fantasies real video game fun? You'd have to be living in a fantasy world to think that. G

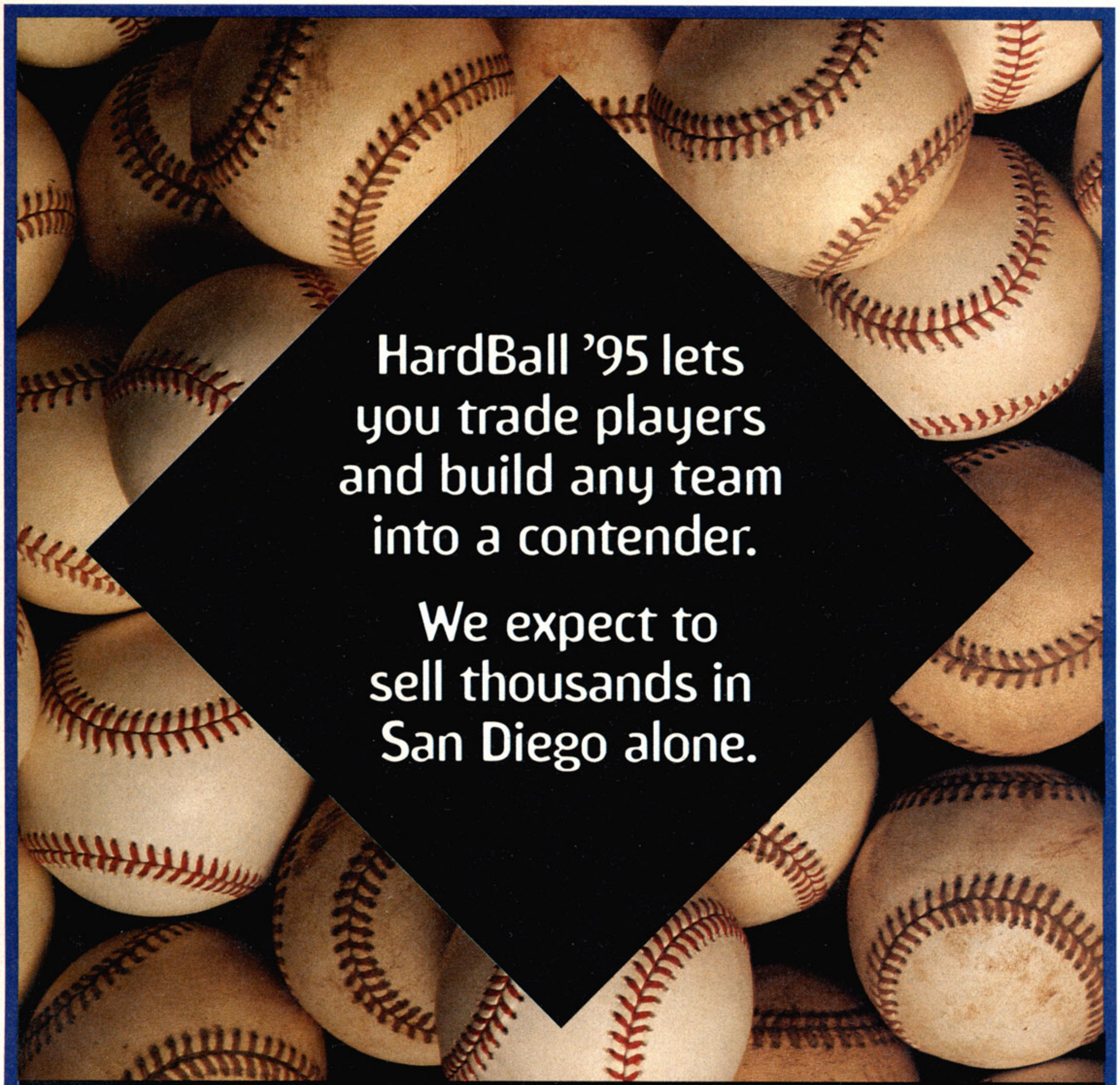


PROTIP: Use Tilt (Button A) sparingly – a few taps can shake the table to your advantage.

Pinball Fantasies by Atari

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.5	2.0	1.0	Adjustable

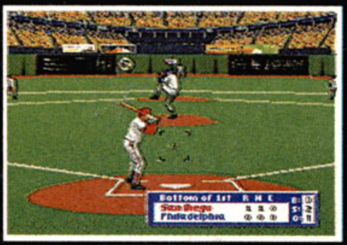
$59.95
8 megs
Available now
Pinball
1 player
Overhead view
Multiscrolling
ESRB rating: Kids to Adults

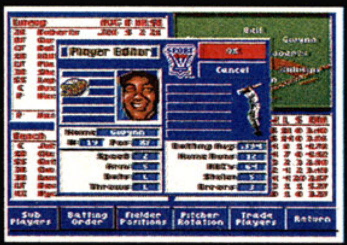


HardBall '95 lets you trade players and build any team into a contender.

We expect to sell thousands in San Diego alone.

You live by the trade. You die by the trade. Just the way you'll find it in HardBall '95. So you can trade, say, a Milwaukee reserve for a Montreal star. Or deal for a lefty to strengthen the Seattle rotation. Or, if you've got some time on your hands, try to rebuild San Diego. But the front office is not all we've made more realistic. Stadiums are more detailed, from the wind at The Stick to the altitude at Mile High. You get night games. You get 700 MLBPA players with 1994 stats. Digitized graphics that are swear-word real. And a computer opponent that's now even tougher. Get HardBall '95 for Sega Genesis now. It could go fast. Especially in San Diego.


Bottom of 1st R H E
San Diego
Philadelphia


Player Editor
Cancel
Sub Players
Batting Order
Fielder Positions
Pitcher Rotation
Trade Players
Return

GENESIS
HardBall '95

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PROREVIEW

CD-i

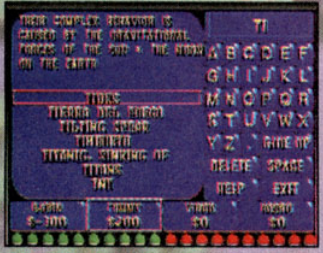
JEOPARDY!

By Tommy Glide

While most TV programs cater to the intellectually challenged, one program challenges your intellect: Jeopardy! A tough, well-designed version hits the CD-i.

Daily Double

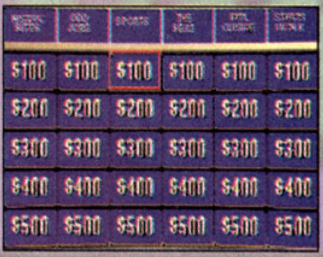
As on the quiz show, you must correctly answer host Alex Trebek's challenging trivia questions from six categories in two rounds of play, followed by Final Jeopardy. Alex even addresses you personally if you choose a name from the contestant database.



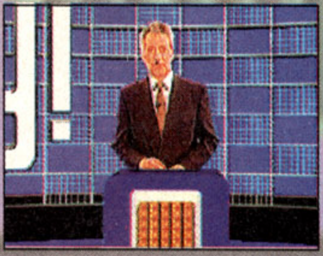
PROTIP: Quickly enter the first letters of your answer. If your answer isn't in the answer menu, delete your first choice and enter a second guess.

Don't expect to see Alex, though, except in the opening sequence and the Final Jeopardy round. This, plus the lack of a graphic panel of goofy onscreen contestants, keeps the full-motion video to a minimum.

Where the graphics lag, the sound picks up. You don't see Alex much, but you'll certainly hear him; he announces every category and reads every question. The nearly perfect voices and effects are only missing the audience noises and the oh-so-important Daily Double sound effect.



PROTIP: Buzz in immediately when playing categories you know well. You have a moment to figure out the answer.



Your host, Alex Trebek

Finally, Jeopardy

The control improves greatly over the Sega CD and 16-bit versions. You no longer need to spell your entire answer; just enter the first few letters, and an alphabetical answer menu appears.

This no-frills game does have a few holes. It doesn't offer computer competition, and Final Jeopardy must be played using pen and paper. Jeopardy! enthusiasts, however, will agree that this version is the best. G

Jeopardy! by Philips

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.5	4.0	ADV. Advanced

$39.98
CD
Available now
TV game show
4 players

Multiple views
Save feature
ESRB rating: Kids to Adults

Lemmings

By Greasy Gus

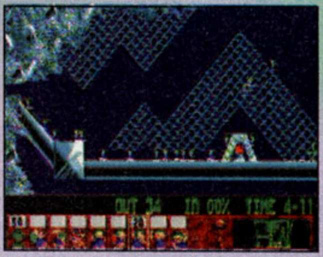
Like the Energizer Bunny, the Lemmings keep going...and going. Unfortunately, this former 16-bit puzzler isn't going anywhere new on the CD-i.

Lemming at 'Em

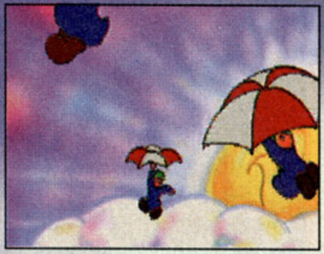
The Lemmings are a pack of good-natured yet blindly marching animals. You use your cursor to guide them across platform-style levels to the exit. This calls for plenty of strategy because you assign the lemmings tasks such as building stairs and digging tunnels. If they make it out successfully, you proceed to a trickier level.

Other than a new introductory sequence, the graphics look unchanged from previous versions. The terrain is crisp, but the lemmings are still very small. You'll find yourself stretching your neck to see if your lemming is doing what he's supposed to do.

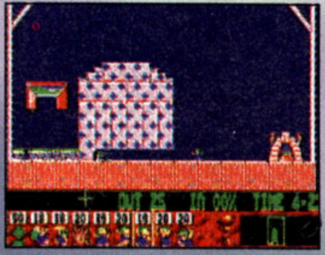
Overall, the sound is average despite some good effects, like the Bomb Lemming screaming "Oh, no!" before exploding. The music becomes annoying if you're stuck on a level and you hear the same tune repeatedly.



PROTIP: Dig through these grids that look like backgrounds, or your lemmings will waste time walking up and down them.



A cute animated sequence opens Lemmings on the CD-i.



PROTIP: Send two lemmings to scale this obstacle and parachute them off the other side. Set up the first as a blocker, and when the other Lemming turns around, have him dig a path straight through.

Follow the Leader

The controls can be sluggish when you try to assign a lemming a task. But the cursor moves quickly and accurately enough, and it also enables you to control the horizontal scrolling of each level.

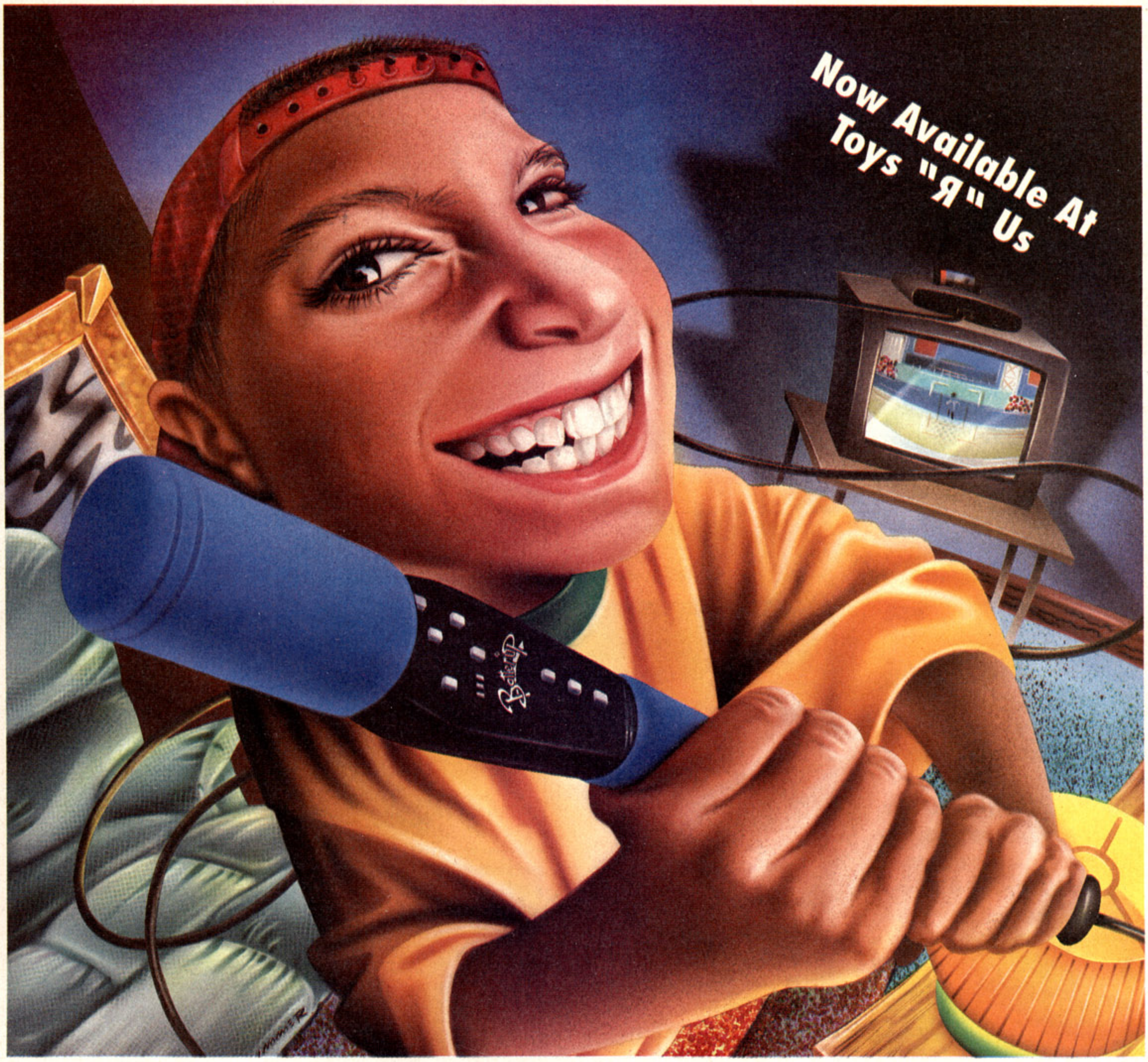
With 120 levels and four skill settings ranging from Fun to Mayhem, Lemmings is a handful for gamers who love simple strategy. As for this CD-i version, there's nothing here Lemmings fans haven't already seen. G

Lemmings by Philips

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.0	3.0	ADJ. Adjustable

$34.98
CD
Available now
Strategy
1 player
120 levels

Side view
Multiscrolling
Passwords
Unlimited continues
ESRB rating: Kids to Adults



Baseball action so realistic, you'll be tempted to cork the bat.

The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around. Pick it up at your favorite video game retailers. And remember, don't wear your cleats in the living room.

Batter Up
IT'S A HIT!

SPORTS SCIENCES INC.

available for
SEGA™ GENESIS™ and SUPER NES®

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World Series '95 Smacks One out of the Park

World Series Baseball '95

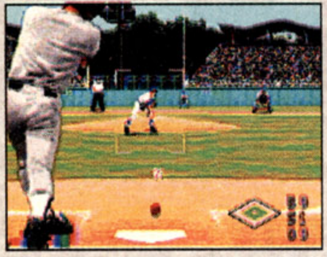
Genesis

By Bacon

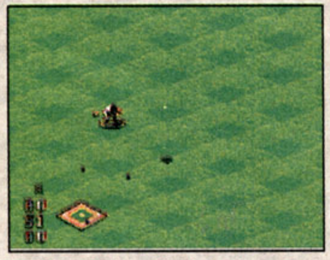
Many gamers thought the original World Series Baseball was king, but the monstrously cool refinements in WSB '95 send that game and the competition back to the minors. Remarkable graphics, realistic sounds, and smokin' new features earn this cart a trip to the All Stars.

Great Seats

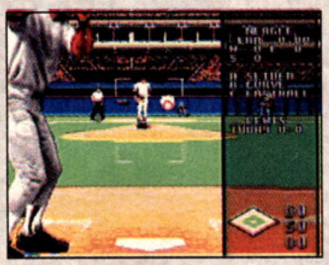
WSB's hallmark was dazzling digitized graphics, and in this version, they're even more impressive. You bat and pitch from the same astonishingly realistic close-up view, and phenomenal backgrounds depict all the actual pro stadiums. This cart really shows you what it's like to step up to a major-league plate.



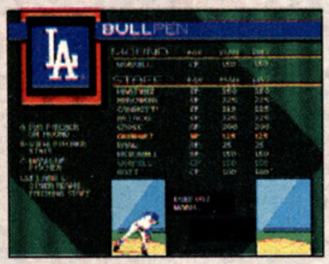
PROTIP: Watch the shadow of the ball to determine the speed of the incoming pitch so that fastballs and changeups don't surprise you.



PROTIP: When chasing a long fly ball, start moving your fielder into position as soon as the view starts scrolling after the ball.



PROTIP: Develop a feel for which combinations of pitches, speed, and aim work well for your pitchers.



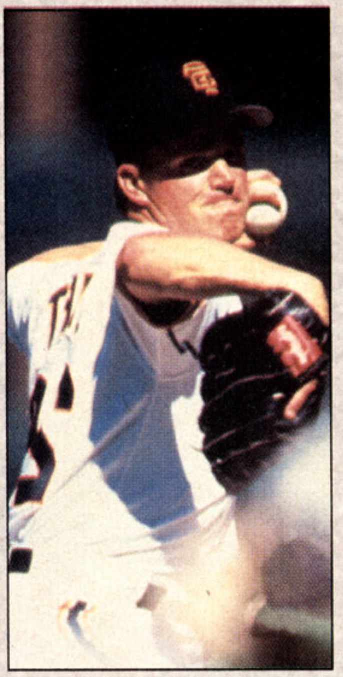
PROTIP: Watch your pitcher's stamina; when he starts slowing down, warm up someone in the bullpen.

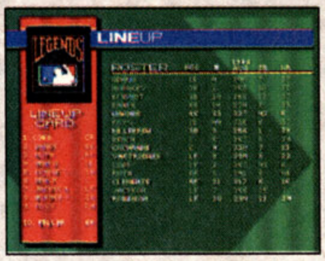
The fielding-view sprites remain a tad on the small side, but much more detail has been brushed into both views. The players and umpires move with lifelike realism – the second baseman even fidgets if you're slow to select your swing.

Over the Fence

The killer features and customizable options will blow baseball fans out of the park. WSB '95 sports two new modes – Playoffs and Classic Home Run Derby – that nicely round out the strong original lineup of Exhibition, League, Batting Practice, and Home Run Derby.

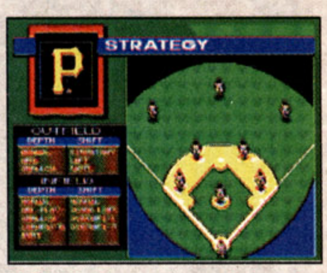
Choose from all 28 major-league teams, three All-Star teams, and three Legends teams that feature historic greats like Babe Ruth and Ty Cobb. Stick with the real rosters and make trades during the season, or draft your own teams from a pool of all the major-league players.



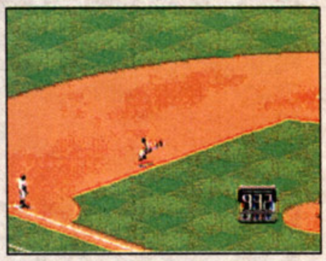


Swat homers like flies as Babe Ruth on the Legends of MLB team!

With the Strategy option, you can fine-tune your fielders' positioning to match each hitter's tendencies, which are shown in a chart before each at-bat. Unlike other games, however, you can't adjust the batter's position or steer a pitch in the air, but you can switch teams at any point.



PROTIP: Prepare for each batter's strengths by using the Strategy option to reposition your fielders.



Taunt your opponent as you circle the bases after a homer!

Grand Slam

Al Michaels no longer calls the shots, but the clear, generic announcer keeps the pace lively, and the hissy choppiness that marred the original has been cleaned up. Striking sounds, such as the echoing announcement of batters, deepen the realism despite the feeble crowd noises.

The responsive controls help you react quickly in the field, on the mound, and at bat. Stealing and leading off still demand awkward taps, though.

With adjustable difficulty and unending features, WSB '95 packs enough punch to entrance you for the whole season. Grab your glove and get ready for a great game! G

World Series Baseball '95 by Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	ADJ. Adjustable

$79.99	Multiple views
24 megs	Multiscrolling
Available now	Battery backup
Baseball	ESRB rating: Kids to Adults
2 players	

The Sporting News Baseball Loses Power

The Sporting News Baseball

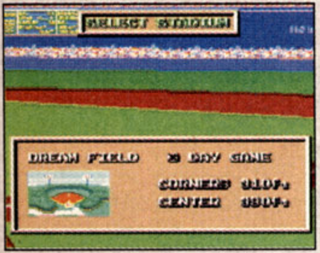
Super NES

By Ben D. Rules

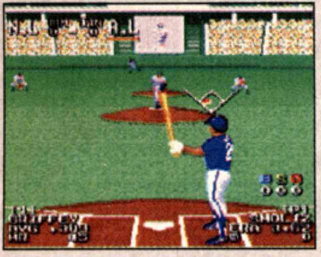
The Sporting News may be the sports authority, but it's a raw rookie in the video game world. The Sporting News Baseball shows that novices, no matter how authoritative, still need some seasoning.

And Now, the News

SNB is a standard baseball cart that lacks distinctive features. Well, it does have one unique feature: Among your three stadium choices is the cornfield from the movie *Field of Dreams*. Beyond that, you're treated to the same behind-the-catcher pitching view and the same overhead fielding view that you've seen for years.



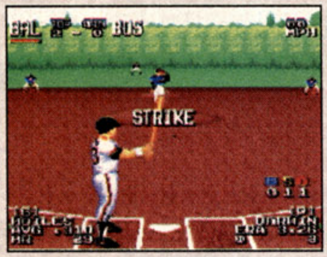
PROTIP: With its shallow corners, the Dream Field can be a nightmare for pitchers.



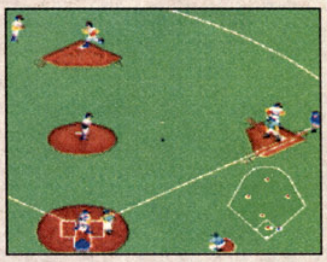
PROTIP: Against dominating power hitters who can pull any pitch out of the park, such as Ken Griffey, Jr., swing your defense around to the left and pitch to the outside.

No dramatic closeups of the plate as in World Series, no screen rotation as in ESPN, no view from the mound as in lots of other games, no team names, no head shots, and no real stadiums. This one is the simple pitch-hit-run baseball you played on yesterday's carts.

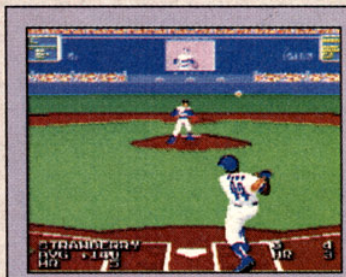
Admittedly, as far as that pitch-hit-run action goes, it's pretty good. Your players respond well, and you have good control over your pitches. There aren't many strategic options, however; SNB keeps things simple, resulting in easy, high-scoring games.



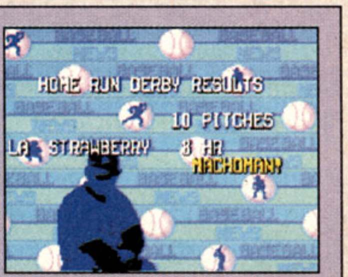
PROTIP: Mix up your pitches. Nothing like a 68-mph changeup to throw hitters off balance.



PROTIP: Don't ignore opposing base runners – throw over to first to keep 'em honest.



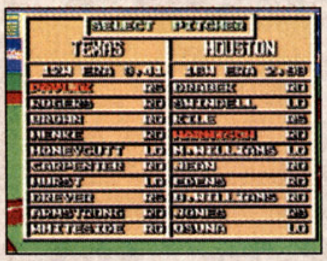
The Straw playing for L.A.? What is this, "Overpaid .140 Hitters of the 1993 Dodgers"?



He's still a "Machoman" in the Home Run Derby, though.

The Sporting News
BASEBALL
TM

Did we say easy? When the Dodgers' speedster Delino DeShields cranks eight out of 10 pitches into the seats in the Home Run Derby, you know something's goofy.



PROTIP: Pitchers aren't necessarily listed in order of effectiveness. Scroll down to find a starter with a good wins/ERA combo.

In line with that simplicity, the stats aren't much. Baseball fans probably demand more stats than the fans of any other sport, and that's another reason that this game fades in the standings. Not only are the stats average (just ERA and wins for pitchers), they're not even up to date. Ryne Sandberg is still on the Cubbies? Ah, memories.

Sporting Graphics

The pitching and hitting graphics steal the visual show. That's not saying much, considering your other players are midgets, and you have only three fields to look at. But the pitchers and hitters are big, fast, and smooth. Bean a batter, and you'll see him cringe in pain.

The sounds, however, are nothing special. You hear the usual crack of the bat and cheers from the crowd, along with flat calls from the ump and what sounds like improvised organ music.

If average stats and sounds don't bother you, you can have a pretty good time running up the score with SNB. Sophisticated players won't think it's a field of dreams, but novices might. G

The Sporting News Baseball
By Hudson Soft

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	3.5	ADJ. Adjustable

$69.99	Multiple views
8 megs	Multiscrolling
Available now	Battery backup
Baseball	ESRB rating: Kids to Adults
4 players	

NBA Hangtime Hits A Layup on Sega CD

NBA Hangtime '95

Sega CD

By Bacon

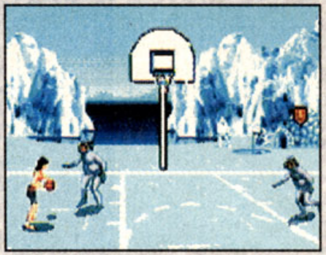
Reminiscent of the classic NBA Jam, NBA Hangtime dishes out fun two-on-two half-court hoops. Despite the slow pace and stilted sprites, the killer moves, courts, and players will keep you dunkin' like a cop at a donut shop.

Makes the Playoffs

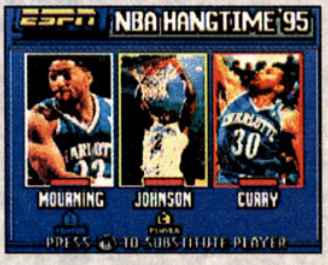
Billed as two games in one, this disc actually serves up the same gameplay in two scenarios. In the NBA Hangtime mode, you choose from all 27 NBA teams (with three real players each) and hit the court for standard hoops in a standard arena.

In the intriguing World Tour mode, you pick a team from 12 countries like Canada and Tahiti, playing on a different court for each. World Tour teams consist of fantasy players like Smedley from England, and some squads even have female players!

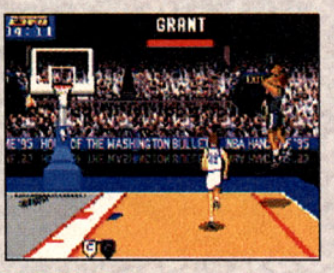
Each scenario offers ordinary two-on-two gameplay (though adapted to the half-court game) and the expected Exhibition, Season, and Playoff modes. The court heats up with an exciting array of special moves (such as spins and super passes) and dunks that you control with multi-button taps.



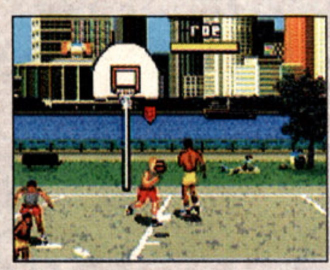
PROTIP: Defense revolves around stealing, so stay tight on your opponents and reach in as much as possible.



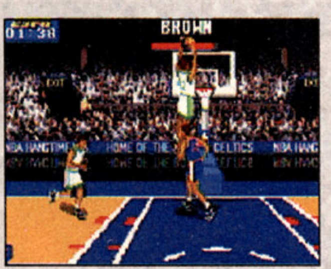
PROTIP: Periodically bench your players to keep them fresh throughout the match.



PROTIP: To shoot accurately, tap Button A a second time at the peak of your jump.



PROTIP: Stick with man-to-man coverage; your players are generally too slow to chase someone down.



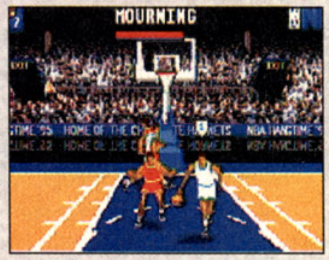
PROTIP: If you grab the rebound, pass to your teammate to clear the ball, then immediately fire it back for a quick dunk.

Experienced Jammers will relish the opportunity to choose exactly how they dunk in their opponent's face. The functional, easily learned controls support the long move list, but memorizing the button presses requires some studying.

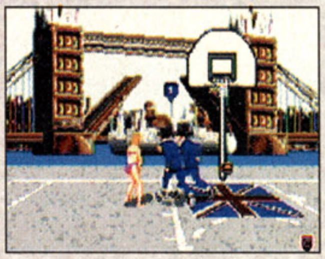
Bounces off the Rim

Graphically, this game couldn't have a prettier wrapping. Nifty live video of ESPN's Dan Patrick (Hangtime) and ESPN2's Stuart Scott (World Tour) provides humorous commentary, even though the usual Sega CD color bleed and interminable load time choke things up.

Once you hit the court, however, the graphics become less impressive in a hurry. The realistic backgrounds, especially in the World Tour, spice up the action, but the tiny sprites lack detail, and the animation is so choppy that you'll think a strobe light is flickering during the dunks.



PROTIP: Never charge straight into an opponent – the ball will always be stolen. Use the Spin move to roll around them.



PROTIP: To bag an easy three, lure the opposing team under the net and pass to your teammate.

Even worse, the players move with a staggering slowness that diminishes the intensity. Fortunately, the hefty hip hop tunes and feisty announcer keep the action rolling, overcoming the flat grunts and ball sounds.

If rough edges don't saw away at your fun, Hangtime's controllable dunks and half-court gameplay provide a fresh change of pace. The adjustable difficulty and wide range of teams should keep the challenge constant – just don't expect the sharp sprites and run-n-gun fun of NBA Jam. G

NBA Hangtime '95 by Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	4.0	ADJ. Adjustable

$59.95
CD
Available now
Basketball
4 players

Behind-the-player view
Multiscrolling
Game save
ESRB rating: Not yet rated

It's "Hail Mary" Time for Troy Aikman

Troy Aikman Football

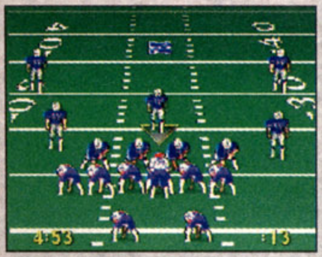
Jaguar

By Slo Mo

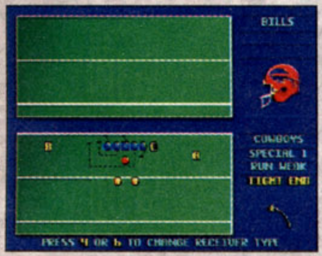
The Cowboys lost the NFC championship game, and Troy Aikman's NFC squad got blown out in the Pro Bowl. You can't blame Troy for those losses, though, and you shouldn't blame him for the mediocre performance of this Jag game, either.

Looks Tough on Paper

Like its 16-bit teammates, Troy Aikman fields a well-prepared collection of features. You play the 28 NFL teams according to the '94 – '95 schedules (including Playoffs and Super Bowl), or you can organize a custom schedule. There's also a slick design-your-own play feature, aided handily by an excellent, controllable, frame-by-frame Replay mode.



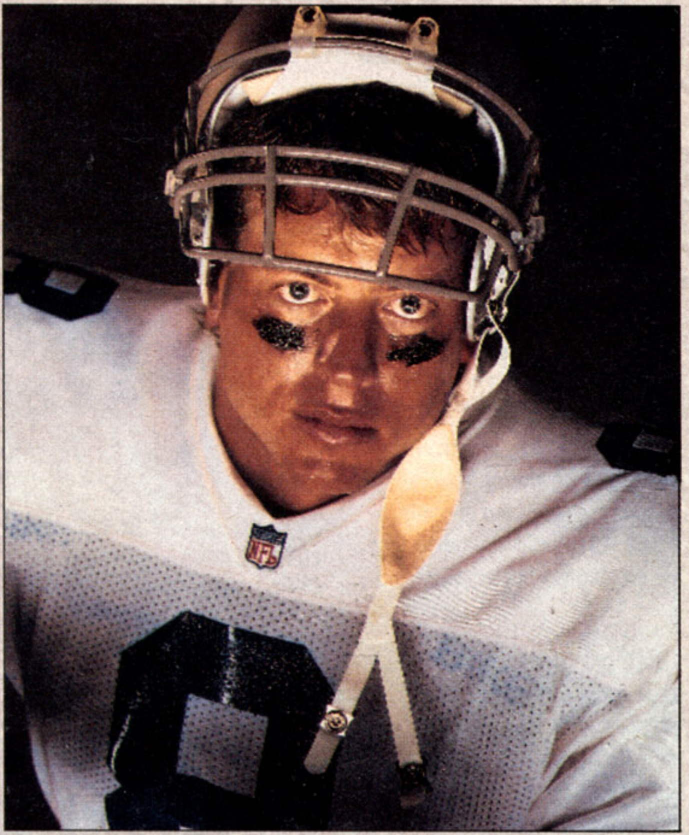
Big sprites for big plays

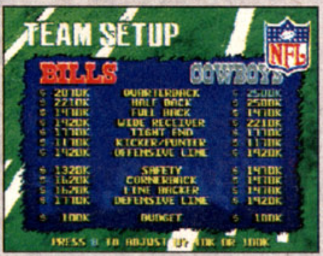


The Custom Play Screen enables you to change receiver routes and blocking patterns.

In this game, money truly talks. Every team has a cash reserve that you use to upgrade the talent. As you might guess, high-priced teams like the 49ers and Cowboys are overwhelmingly better than cheapo outfits like the Cardinals and Buccaneers.

There are three skill levels – Easy, Pro, and Veteran – but Easy and Pro are ridiculously beatable once you figure out key plays. Veteran mode, however, features a top-notch gameplay challenge: On pass plays, you must guide receivers and then actually catch the ball by hitting the Catch button.





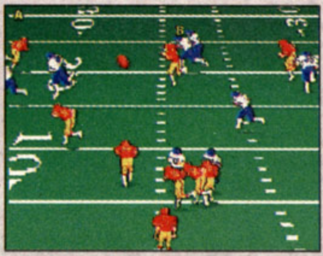
TEAM SETUP

BILLS		COWBOYS
$ 2070K	QUARTERBACK	$ 2500K
$ 2210K	HALF BACK	$ 2500K
$ 1970K	FULL BACK	$ 1970K
$ 1920K	WIDE RECEIVER	$ 2210K
$ 1770K	TIGHT END	$ 1770K
$ 1170K	KICKER/PUNTER	$ 1170K
$ 1920K	OFFENSIVE LINE	$ 1920K
$ 1320K	SAFETY	$ 1970K
$ 1620K	CORNERBACK	$ 1970K
$ 1620K	LINE BACKER	$ 1970K
$ 1770K	DEFENSIVE LINE	$ 1920K
$ 100K	BUDGET	$ 100K

PRESS B TO ADJUST BY 10K OR 100K

PROTIP: Money talks. Pay the bucks to the defense and the QB.

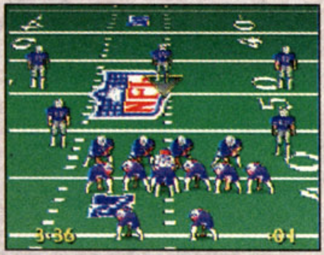
The controls support other commendable features, too. You can make players hurdle opponents, spin, and stiff-arm with either the left or right arm. Defenders can go for diving tackles and use speed bursts to catch runners.



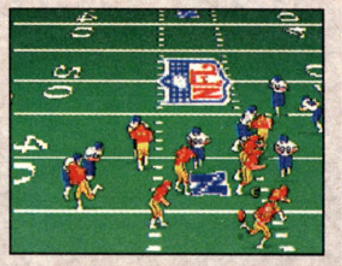
PROTIP: The Weak Post Pattern is killer at the Pro skill level. At the Veteran level, one receiver is usually open if you can make the catch.

Sights that Make Sore Eyes

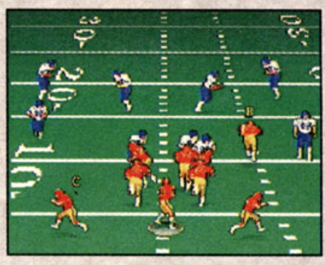
Unfortunately, the second-string graphics drop Troy's controls and other features for a loss. As with the other Aikman games, frenetic animation makes the players run around in choppy, tiptoeing movements...only this time the sprites are larger! The manic movement really creates problems during crowded running or passing plays, where it's impossible to pick out individual players in the mob.



PROTIP: Improve your interception percentage against the CPU by moving the middle linebacker back into pass coverage with the safeties. The CPU QB likes to try to split safeties on over-the-middle passes, but now you're there! This approach works with any formation.



PROTIP: The Strong Side Sweep can always gain yardage against the CPU. Flip-flop the direction until you find the weakest link in the defense.



PROTIP: Read the safeties on pass plays against the CPU. If you see them move to double up a wide receiver, go to your short receiver, who should be open.

Moreover, the 2D character sprites mean that when you flatten someone with a tackle, you really flatten them! Tacklers look like steamroller victims, and tacklees literally disappear.

At least the sounds hold their own. There's no cheesy "action" music, and the player noises and John Madden-soundalike announcer are fine.

Troy Aches, Man

Despite some tantalizing innovations, Troy Aikman Football sits in favor of better-crafted 16-bit games, including Troy's own clones. Looks like the top Cowboy rides the pine this year. G

Troy Aikman Football
By Williams Entertainment

Graphics	Sound	Control	FunFactor	Challenge
2.0	3.5	3.0	2.5	ADJ. Adjustable

Price not available
16 megs
Available now
Football
2 players

¾-overhead view
Game save
ESRB rating: Kids to Adults

☞

Tecmo Fires a Wrist Shot...and Misses

Tecmo Super Hockey

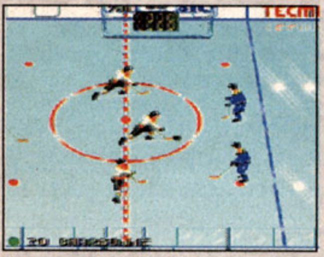
Genesis

By Slapshot McGraw

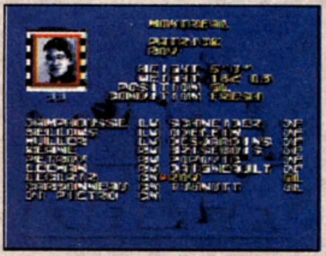
From the company that brought you the popular Tecmo Super Bowl comes a new title for fans of the world's fastest sport. Grab a stick, strap on some skates, lace up your gloves, and get ready for some decent NHL action.

Delayed Penalty

At first look, TSH's many options show some potential. In one- or two-player action, you can play a preseason or regular game filled with penalties and vicious fights. The ambitious can tackle a full season with up-to-date standings, real NHL players, and stats in eight categories. Play an All-Star game or enter the playoffs, and you might just get to kiss the cup!

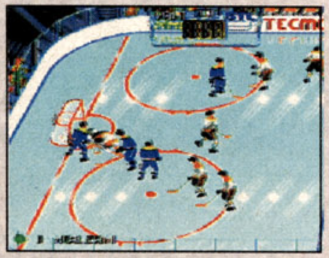


You can choose from three levels of game speed.



PROTIP: The Team Data mode is an important feature. Use it when constructing your lines.

This checkfest supplies many control features, but unfortunately, they don't respond well to the button presses. As in most hockey games, you can head up the ice with a speed burst, drop a pass into the slot, and deke the goalie with a fake slapper. But this and other scoring moves, such as slapshots and one-timers, aren't as fast or as smooth as they are in other top hockey carts.

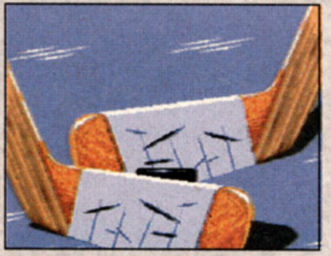


PROTIP: One-timers and pass shots are the most effective ways to score. Since the goalie moves up and down, it's easy to aim away from him.

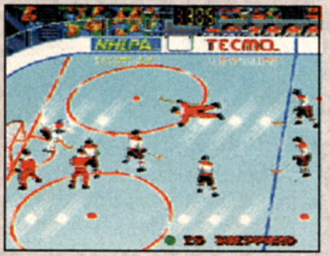
Watch Every Punch

TSH's graphics are highlighted by large, clear sprites, especially when a fight scene occurs. Brief animated clips randomly appear during a game to add excitement. Also, when you take control of a new player, his name appears on the bottom of the screen, which eliminates any confusion and helps you with strategies.

Although the sound effects are nothing spectacular, they contain all the elements of a hockey game. Sounds like crowd noise, punches, and board crashing are all here. And even though you'd prefer not to hear the ref's whistle, it's always there to keep you in line.



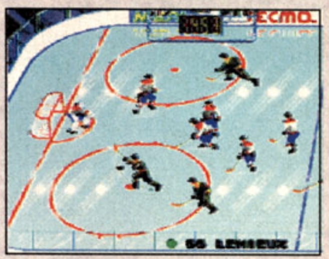
PROTIP: There are three effective ways to win a face off. Learn them to counter the opponent's choice.



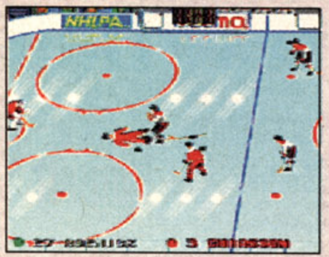
PROTIP: Beware of too many poke checks – the more that you attempt, the more likely you are to be called for roughing.

Check Line

Geared for true Tecmo sports fans, this simplistic cart probably won't satisfy serious gamers. With many other hockey titles available for the Genesis, this game is not the top choice for a true fan. If your store is out of NHL '95 or Brett Hull Hockey, however, you might want to give this cart a chance. G



PROTIP: When controlling your goalie, you don't have a wide range of moves to choose from. Just try to stay in front of the puck.



PROTIP: To avoid getting hit in a fight, stay even with your opponent, and you'll automatically block his attack.

Tecmo Super Hockey by Tecmo

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.5	ADJ. Adjustable

Price not available	Side view
Available now	Multiscrolling
Hockey	ESRB rating: Not yet rated
2 players	

Fred Couples Scores A 32X Birdie

Golf Magazine Presents 36 Great Holes Starring Fred Couples

32X

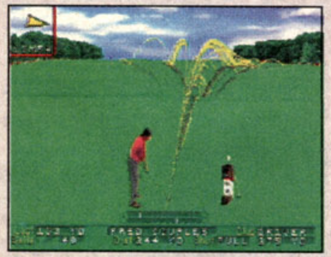
By Ben D. Rules

Like Masters' Champion Fred Couples, this fine game exhibits lots of power.

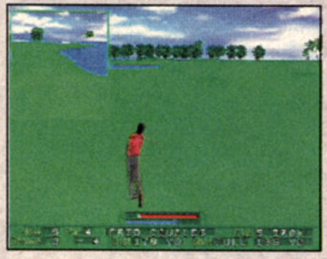
Shootin' Birdies

This game's strength lies in its options. Sega Sports has stuffed this cart with every conceivable option, from three club shafts (Metal, Boron, or Graphite) to six modes (including Skins, Shoot-Out, and Scramble). Customize your clubs, your clothes, the order you play the holes – this game is for thinking golfers who love to experiment.

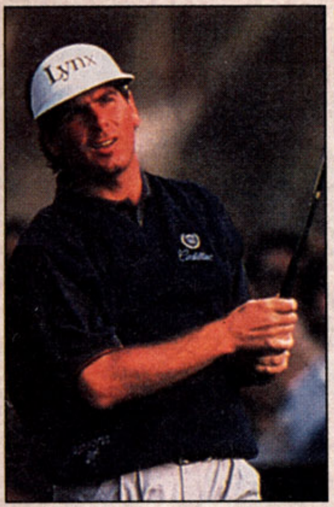
It's also for golfers who love to practice. If the terrific options rate an eagle, the shooting controls barely make par. Unlike most golf games, swinging in Fred Couples requires three button presses. Plan on visiting the driving range often. And with no icons as you choose a club and

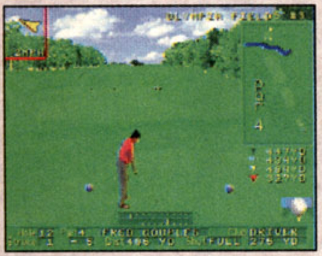


PROTIP: Keep the Ball Trails option on while you're at the driving range to see if a shot pattern develops.



PROTIP: As you swing for the green, aim a little short to allow extra yardage for the roll.





PROTIP: Study the overhead-view map so you can anticipate obstacles, such as the distant water hazard.

read through the shot info, plan on bringing your glasses, too.

Right Said Fred

The 36 holes in the title are great; golf nuts will go nuts when they look down these long, colorful, detailed fairways. Unfortunately, the visuals are inconsistent: For instance, the overhead-view maps aren't very clear or helpful, and trees become pixelated when they're near your perspective.

The sounds break par. Fred encourages you after shots, though his voice is pretty flat. But nice detail, like the different clicks for each surface the ball hits, adds realism.

Most people will probably never play all these great holes in real life, so seeing them here is a treat. If you like sophisticated golf games, hit the links with Fred. G

Golf Magazine Presents 36 Great Holes Starring Fred Couples by Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.5	ADJ. Adjustable

$74.99
24 megs
Available now
Golf
1 player
36 holes
Behind-the-golfer view
Multiscrolling
Battery backup
ESRB rating: Kids to Adults

QB Club Gets Sacked On Game Gear

NFL Quarterback Club

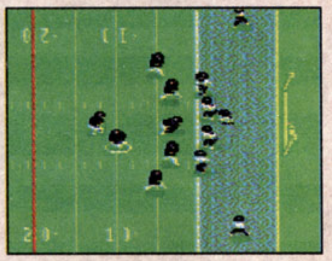
Game Gear

By Greasy Gus

With NFL Quarterback Club, Acclaim tries unsuccessfully to squeeze NFL action into a Game Gear cart.

Quarterback Sacked

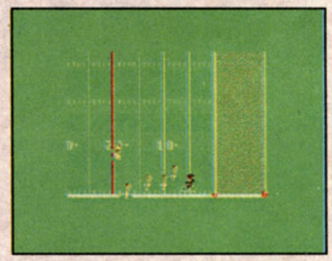
Offering Preseason, Play-Off and Season modes, this game puts all 28 NFL teams at your disposal. The gameplay isn't very entertaining, however. The play books are pretty limited – unfortunately, each team is alloted 20 running and passing plays, so pass-happy teams like the 'Niners don't have the added passing plays you'd like. Even worse, you're missing the Simulation mode, QB challenge, and the "build-your-own QB" feature that made the 16-bit games unique.



PROTIP: When the computer team scores, select the Graveyard Blitz to block the extra point. The penalties have no effect, so don't worry about going offsides.

After the great opening cinematics, you'll be disappointed with the game's graphics. The perspective is good, but the character detail has been sacrificed to give you a larger field view.

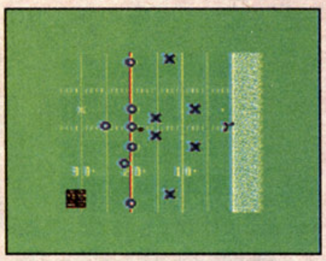
The sound is even worse than the graphics. The major problem is the lack of game-related noises: There are no tackling sound effects! Other than the crowd noise, you get zero NFL sounds.



PROTIP: Secure a breakaway for a touchdown by rapidly pressing Button 2 after you make a reception.

Quarterback Clubbed

With offensive spin moves and speed bursts, the simple, effective control is the best thing this game has to offer. When passing, however, the computer chooses your intended receiver.



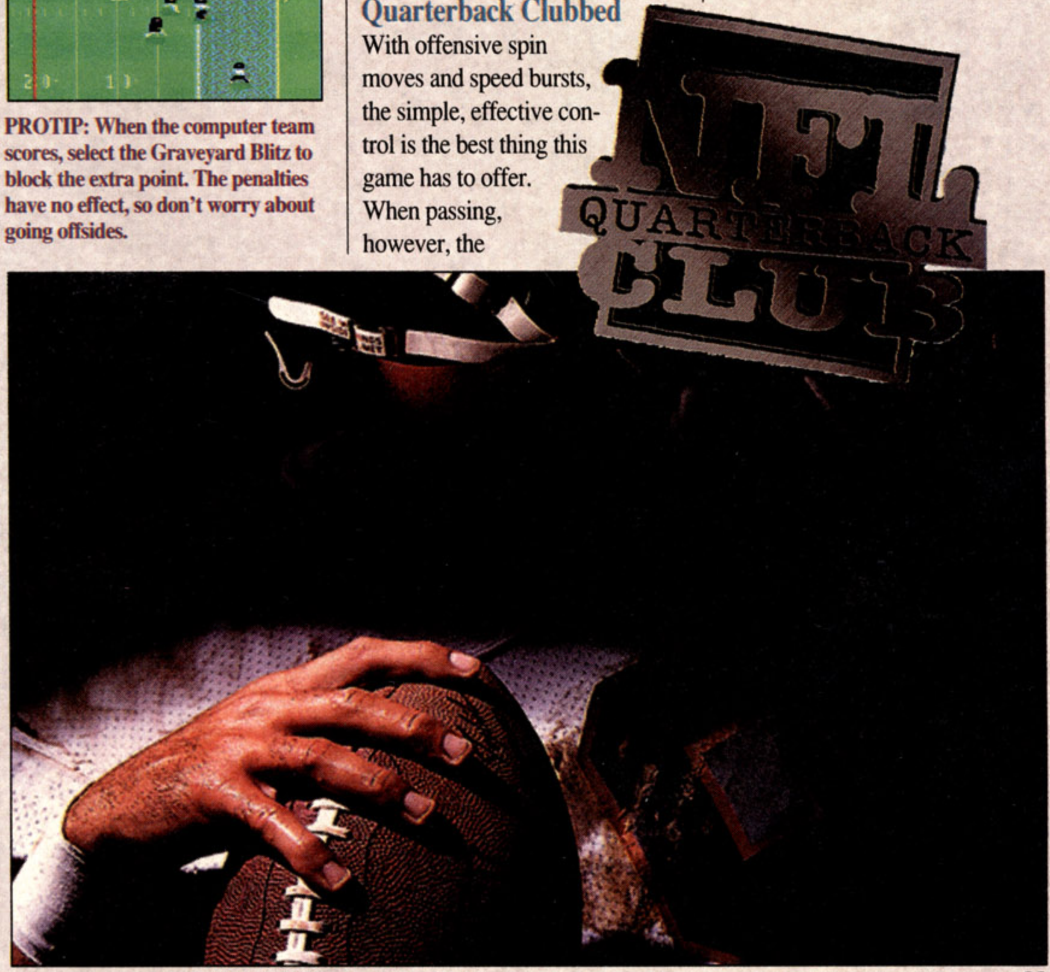
For an interesting change of pace, play in the X's and O's mode.

Two difficulty modes give the experienced armchair QB more to sweat over, but too much is missing to put this game in the end zone. If you have to stretch the pro season onto the Game Gear, there's a better game on Madden's field. G

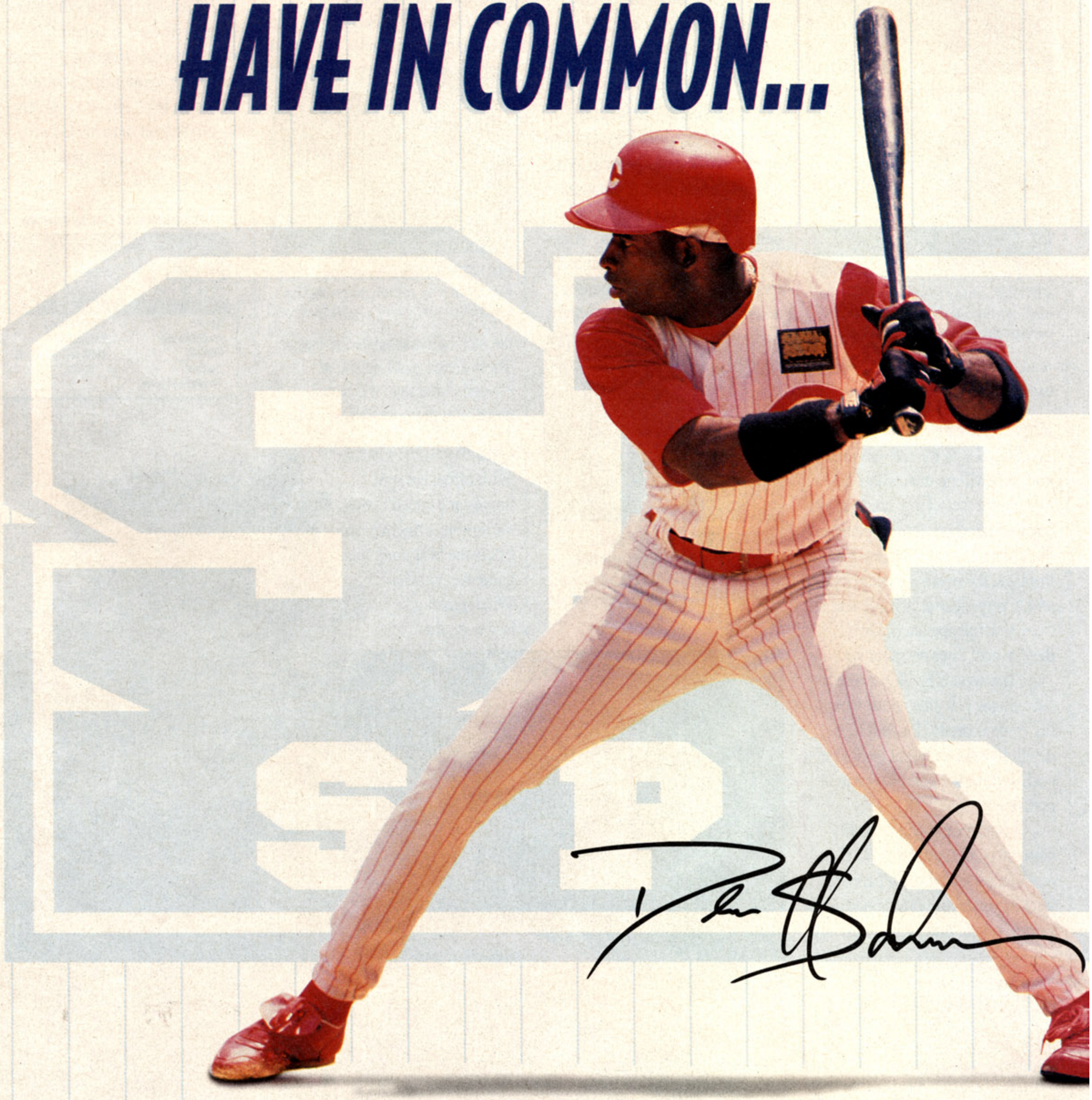
NFL Quarterback Club by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
2.5	1.5	3.0	2.5	ADJ. Adjustable

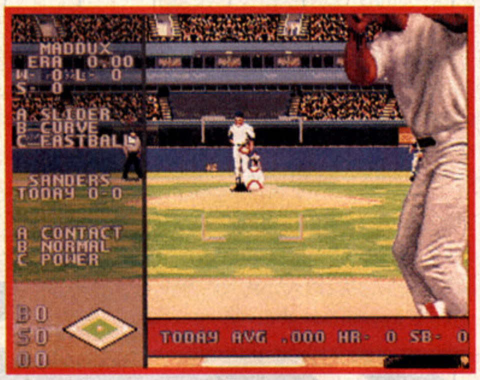
$44.95
Available now
Football
1 player
¾-overhead view
Side scrolling
Passwords
ESRB rating: Kids to Adults



WHAT DO DEION SANDERS AND WORLD SERIES® BASEBALL '95 HAVE IN COMMON...



THEY'RE BOTH IN A LEAGUE OF THEIR OWN.



MADDUX
ERA 0.00
W-0 L-0
S-0
A SLIDER
B CURVE
C FASTBALL
SANDERS
TODAY 0-0
A CONTACT
B NORMAL
C POWER
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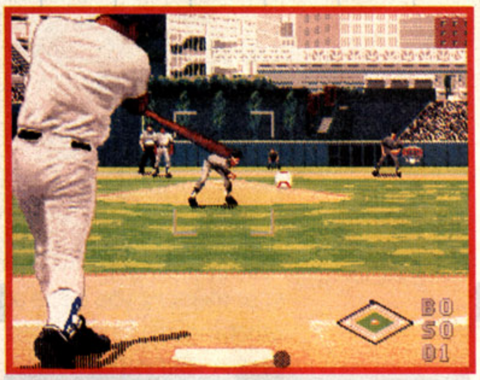
TODAY AVG .000 HR- 0 SB- 0

The Reds' Deion Sanders steps up to face the Braves' Greg Maddux!



Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!

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- League, All-Star, Playoffs & World Series action!
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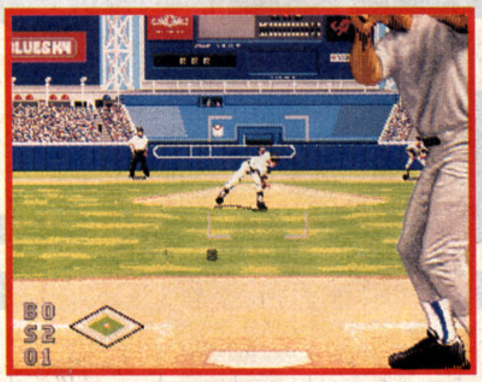
- Large battery saves complete individual, team and league leaders statistics.
- All-Time Great Players, including Lou Gehrig, Dizzy Dean & Ty Cobb!
- "THE BEST JUST GOT BETTER...ALL THE STATS, ALL THE STADIUMS, INCREDIBLE ANIMATION...WORLD SERIES BASEBALL '95 HAS IT ALL."
  -Dave Winding, Game Fan Magazine!



Roberto Alomar faces Jack McDowell in all-star batting mode.

GENESIS
SEGA SPORTS
World Series BASEBALL '95
GAME GEAR
SEGA SPORTS
World Series BASEBALL '95
32X
SEGA SPORTS
World Series BASEBALL '95

AVAILABLE NOW AVAILABLE NOW SUMMER '95

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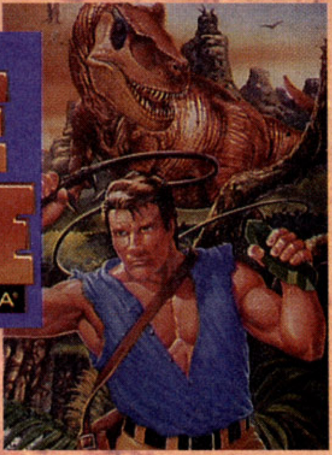
Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · May '95

THE SAVAGE EMPIRE
WORLDS OF ULTIMA



By Sir Scary Larry

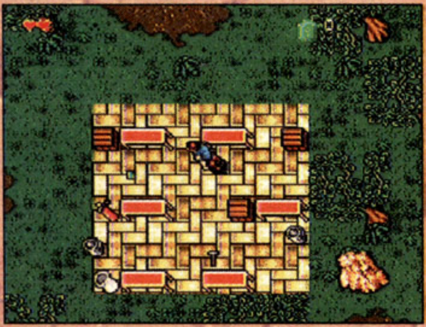
SUPER NES

It's another Lord British adventure, but this time the Avatar finds himself stranded in an ancient jungle surrounded by warring tribes. This story line is surrounded by familiar Ultima-like sights, which is both a blessing and a bummer.

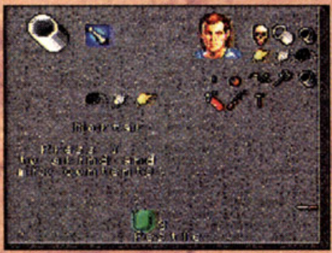
Empire Strikes Back

Your mission in Savage Empire is muddled. Lord British has bequeathed a valuable Moonstone to you with instructions to find out more about it. You end up an amnesiac in a vast jungle, guest of the friendly Nahuatla tribe. As you try to piece together your memory, you come across other vaguely familiar members of your expedition.

But you're not alone in the jungle. It's filled with more danger and unexpected surprises than the White House lawn, including dinosaurs, giant ants, and hostile tribes.



PROTIP: If you travel south-southeast of the Nahuatla village, you'll find the ruined lab. You need numerous items here, including some empty containers that can hold tar, a rifle, and more.



PROTIP: Sulfur + Saltpeter + Charcoal = Gunpowder

The Savage Empire by FCI

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	4.0	INT. Intermediate

Price not available
8 megs
Available May
Fantasy RPG
1 player

¾-overhead view
Multiscrolling
Battery backup
ESRB rating: Not yet rated

PROTIP: Anything you take from a chest, pot, or container will reappear when you exit a room. Go back to find even more gems, plants, or tools.

PROTIP: Don't let an item just sit in your inventory. Double-click on it, and you may be surprised. Try the cloth as a starter.

As you search through the villages and surrounding areas, you come across items that you must combine to make weapons and tools. In addition, you'll need shaman magic, which is acquired by obtaining certain plants.

Suave Savage

PROTIP: Gather some tar into an empty bucket. Tar and cloth strips make great fuses for grenades.

PROTIP: You'll need at least 100 gems before you get to Tichitcatl (check the map for its location). That money is for the Obsidian Sword, which is the most powerful sword early in the game. Perhaps other items you find (like Obsidian Knives in Yolaru) can be traded for the Sword.

PROTIP: Ovens are great for firing soft pots into hard grenade shells.

Like most other Lord British games, this one sports a distorted ¾-overhead view. The sprites aren't very detailed, and the rooms usually contain no more than one object to find. Even the enemies, like the dinosaurs, look strange rumbling after you from the odd perspective.

The music and sound effects are effective but not very imaginative. Music changes will alert you to enemies, which is helpful, but the weak, sparse sound effects only hurt such an expansive RPG.

Another Avatar-specific problem is control, which is menu driven...and sometimes very confusing. You must combine different objects, which means a lot of costly trial and error, especially if items that you need are in a village you left a long time ago. Thankfully, all items reappear when you leave rooms.

Lordy Lordy

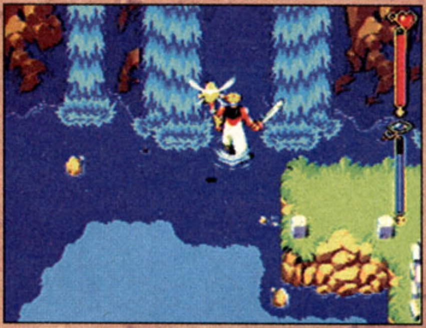
Ultima players will also recognize the long-winded conversations, confusing subplots, and annoying characters who pop up for seemingly no reason at all. Fans of the Ultima series will certainly enjoy this jungle epic for its change of pace. Other RPG players may want to check out the Ultima games before becoming acquainted with this one. It can be truly Savage to the uninitiated. G

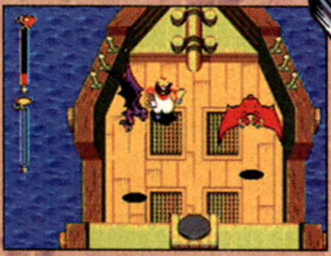
GENESIS

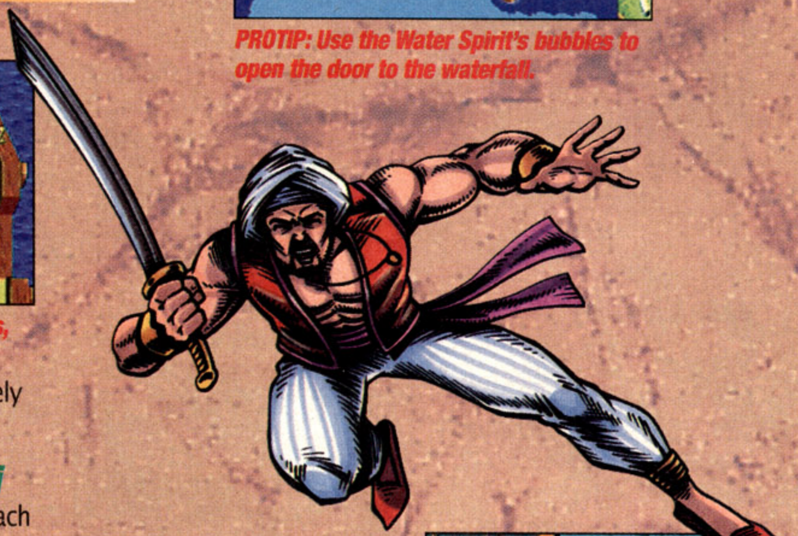
BEYOND OASIS

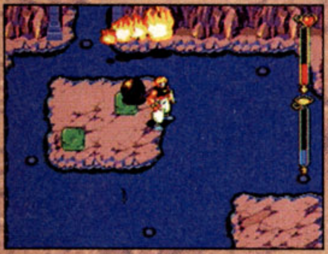
By The Unknown Gamer

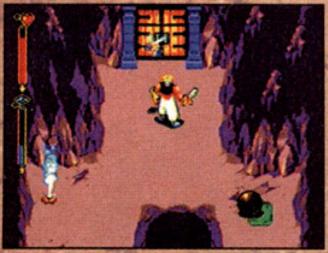
Prince Ali (sound vaguely familiar?) finds a lost gold amulet and gains some mysterious powers. Now he must round up four elemental spirits to wield the full power of the gold amulet and stop the evil one who carries the silver amulet. So begins this action/adventure RPG that, though pretty to look at and intriguing to play, is definitely not for hardcore RPGers.


PROTIP: Use the Water Spirit's bubbles to open the door to the waterfall.


PROTIP: To beat the gargoyles, just jump and slash them.




PROTIP: In this area inside the Fire Shrine, stand on the left green platform to make a stone ball drop. Put the stone ball on the right green platform to open the door.

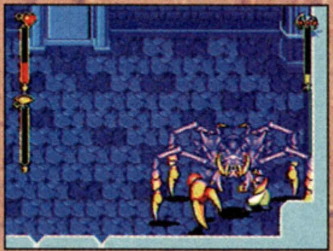

PROTIP: Push the stone ball on the platform, then summon the Water Spirit via the water jet. When the Spirit appears, use her bubbles to dowse the fire that blocks the doorway.

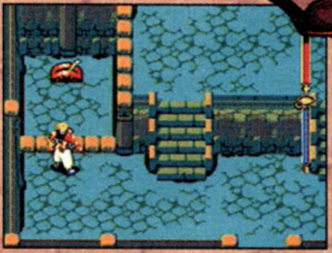
Mighty Is Prince Ali

To collect the four spirits, each with its own unique power, and vanquish the carrier of the silver amulet, Ali has to roam the land, complete different quests, collect special items, and search for clues. In addition, the game also has some other familiar role-playing elements (such as Experience Points). The gameplay, however, focuses squarely on hack-n-slash action, including lots of hand-to-hand combat and some puzzle solving.

Similar to characters in games like Golden Axe, Ali has a collection of stab, kick, and jump moves. If you move him in close, you can even get him to execute a primitive combo of sorts. The controls for Ali and the various spirits that he eventually masters are simple combinations of button presses.

Other than figuring out the order of events, strategy is practically absent. Beyond the bosses, it doesn't matter which weapon you use against the range of enemies you face.


PROTIP: When you fight the large crab guarding the Water Shrine, stand to the right of its large claw and stab it repeatedly.

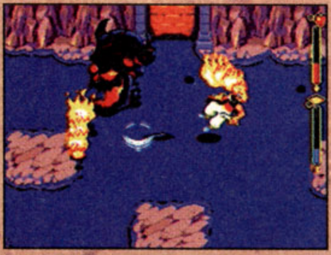

PROTIP: To open the door in this chamber, use the bow and arrow to activate the lever.

RPG Lite

The graphics in Beyond Oasis are better than average, especially for role-playing games. The $^3/_4$-overhead view gives the graphics a 3D feel that extends to the large, varied enemies. The gorgeous background scenery also has some nice special effects.

The downside, of course, is that the play area isn't nearly as large as it is in a traditional RPG. Nice sounds, such as Ali's gulp as he eats and the screams of dying enemies, highlight the action.

The different gameplay aspects create a nice mix, but beginning and intermediate players will easily finish the game and be left wondering what's beyond Oasis. And the game has way too little true role playing to interest serious fans. It's an ideal game, though, for players who want a taste of RPG or beginners who aren't ready for a heavy-duty quest. G

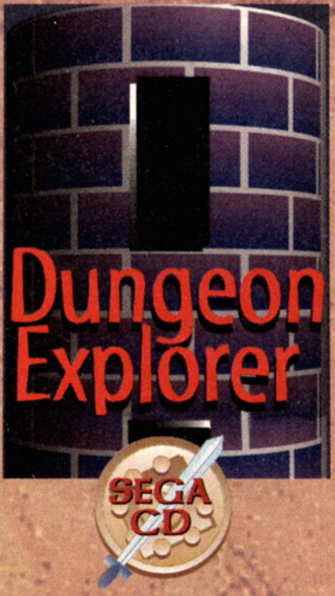

PROTIP: Jump and kick or stab the Skull boss and do the same to his hands. You can eliminate the fire snakes with the Water Spirit's bubbles, but you can also stab them – very carefully.

Beyond Oasis by Sega

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.5	4.5	4.5	4.0	Beginner

$79.99
24 megs
Available now
Action/adventure/RPG
1 player

¾-overhead view
Battery backup
ESRB rating: Not yet rated



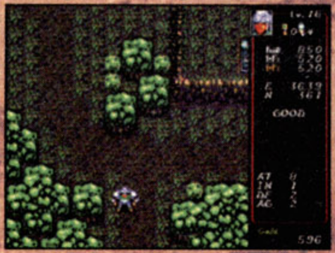
Dungeon Explorer

By Sir Scary Larry

Seasoned RPGers may wonder how Dungeon Explorer qualifies for this section. Dungeon Explorer is an overhead-view action/RPG with plenty of knights, mages, dungeons, and weapons. However, it will remind role-playing veterans of the arcade classic Gauntlet more than anything else.

Now Slaying in a Dungeon near You

This simple hack-n-slash maze burner follows a bare-bones story line. You choose either a mage, knight, elf, monk, beast, or ninja and travel through the dungeons of Darkling Tower. Your quest? To seek and rescue the Goddess of Ambition...and no, it's not Madonna, dragon-breath.



PROTIP: The first accessible dungeon is on the lower-left side of Freedom Hill.

Dungeon Explorer by Sega

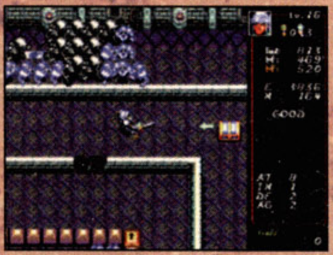
Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	3.5	INT. Intermediate

Price not available
CD
Available now
Fantasy RPG
2 players

Overhead view
Multiscrolling
Save feature
ESRB rating: Kids to Adults

Armed with some rusty weapons and a lot of bravery, you slash at a variety of miscreants, like slime balls, scorpions, and mini tornadoes. While slashing away, you find treasure chests, potions, spells, and other helpful items. As you gain experience and cash, you can upgrade your weapons and armor.

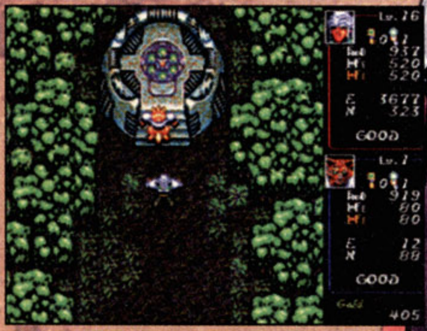
Gaining experience isn't a problem because even the controls are a bit on the light side. One button slashes, another powers up your character, and another selects different items – no strenuous menus to wade through, and no weapon-guessing for maximum effectiveness.



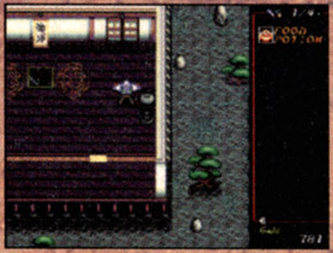
PROTIP: Don't satisfy yourself with just destroying your enemies; also destroy the pods that generate them for extra chests, potions, and other goodies.

Maze Daze

Speaking of lightweight, the graphics don't really beef up this title. The overhead view is filled with colorfully animated sprites that are nonetheless fairly small and repetitive. The dungeons are all dully similar.



PROTIP: You can't enter a castle until you first eliminate all enemies outside.

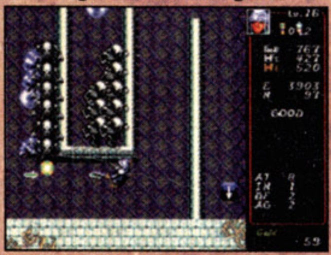


PROTIP: Reserve Green Clay Pots for emergency situations, like when your character's health menu is flashing "Peril." Clay Pots restore all Food and Life Points (just climb in after activating them).

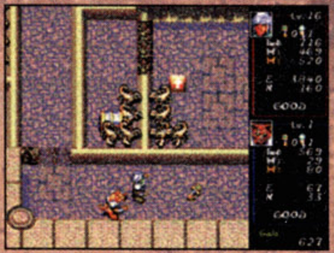
The hills aren't exactly alive with the sounds and music. The average sound effects are compounded by small voice samples and dismal death groans...or yelps, actually.

Warriors 'R' Us

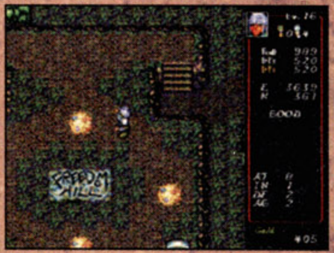
Although certainly steeped in RPG traditions like weapon selection and experience-building combat, Dungeon Explorer's drawback is the lack of conversation with other characters and the consequently thin story line.



PROTIP: Let enemies come to you. Run around a corner, then run back when they give chase. Line them up and take them out.



PROTIP: Keys regenerate when you leave a room and then return.



PROTIP: A tedious way to upgrade is to start a game, grab the gold on Freedom Hill, save, restart, and repeat. In a couple of days, you'll have enough gold for the best armor and weaponry around.

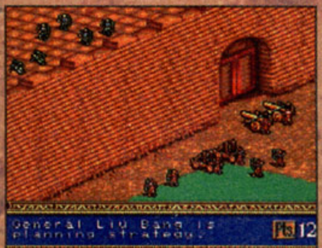
Dungeon Explorer fills the shoes of action freaks who like a fantasy thread in their games, but connoisseurs of spell-casting and dragon-clubbing will want something with a little more Orc meat to it. This game will appeal to a younger, action-oriented crowd of gamers. Don't expect a lot, and you won't be disappointed in your explorations. G

RISE OF THE PHOENIX

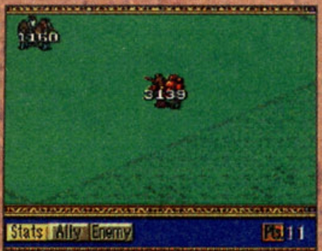
By Bro' Buzz

Koei is back with another epic SNES Chinese history lesson. This time, the story recounts the exploits of the warlords Liu Bang and Xiang Yu as they wage a civil war in ancient China around 210 B.C. Koei fans may find that, though the gameplay feels familiar, it's not as satisfying as previous titles.

PROTIP: As with most Koei games, spying is an important expenditure since the numerically superior army usually wins the battles.


General Liu Bang is planning strategy.

PROTIP: The Delegate command speeds up castle battles, but it also shows you effective fighting strategy.



PROTIP: Just flee if your foe has a bigger army!

Rise of the Phoenix by Koei

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	3.5	INT. Intermediate

$69.95
8 megs
Available now
Historical RPG

2 players
Save feature
ESRB rating: Kids to Adults

Yu Be Bad

You play either Bang (the good guy) or Yu (the bad guy) and command their respective military forces. Through four scenarios, you must kick your foe's butt out of successive Chinese cities and eventually out of China altogether. That means you must occupy towns, raise cash, and build armies.

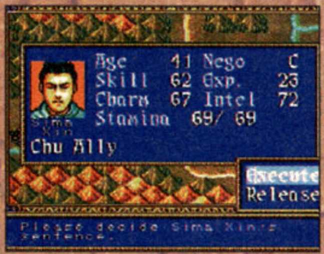
To appreciate it all, you must get a thrill from watching numbers add and subtract. As is Koei's style, you'll find more windows and menus here than in a high-rise Chinese restaurant. However, the adept controls let you handily manipulate the numerical data, and a calculator-style interface makes crunching numbers a breeze.

Less Bang For the Bucks?

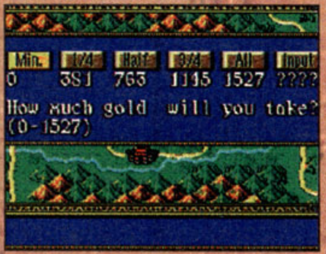
The crisp controls make Phoenix a sort of "Koei lite." Because the basic strategy is to quickly move through conquered cities, you don't have to spend as much time building long-term profit centers to fuel your military forces. Instead, you can usually shake down the suffering townspeople for gold, provisions, and draftees, then just cut out of town for the next fight!

RISE OF THE PHOENIX

This time it's Liu Bang vs. Xiang Yu!

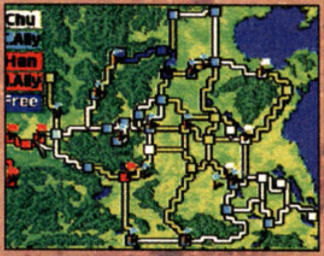

Age 41 Nego C
Skill 62 Exp. 23
Charm 67 Intel 72
Stamina 69/ 69
Sima Xin
Chu Ally
Execute
Release
Please decide Sima Xin's sentence.

PROTIP: Some captured generals are extremely vengeful. Consider executing them to avoid a future attack. Potential troublemakers sometimes challenge you to a duel during battles.



0 381 763 1145 1527 ????
How much gold will you take?
(0-1527)

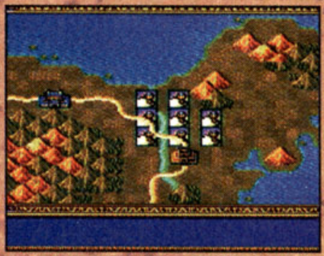
PROTIP: If your division has no intention of inhabiting a conquered city, consider stocking up or raiding to bleed it dry of gold, food, or draftees according to your needs.



PROTIP: Identifying cities on the map is important but tough. Jot down the names of cities as you discover them.

Battles are also streamlined. The view is limited to basically two scenes, a castle siege and an open-field, mounted melee. Only the siege scenario has individual fighting units, and you can't position them.

The graphics are typically Koei: sharp but static. There are plenty of handsome face shots of generals and adversaries. Nicely detailed battle graphics make the tiny combatants look good, but primitive animation gives them little pizzazz.



PROTIP: Random events, such as plagues and sandstorms, will hinder your marches. Avoid stricken areas if you can.

Gentle, unobtrusive Asian music dominates the sparse sounds. The battle noises, however, are strictly expendable.

Stir-Fried Phoenix

Rise of the Phoenix is a bird of a different feather for Koei fans. The relatively low-level city building may not add up for hardcore accountants. The simplified battle sequences will leave militant players itching for a fight. Chew on Phoenix, and, 30 hours later, you may still be hungry. G

True Lies

By Scary Larry

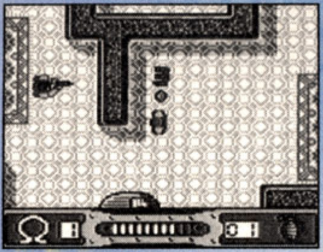
Harry Tasker is looking for a few bad men. As an undercover spy, Harry is trying to save the world, but he can't even save this meager game.

Nothing but the True

Following the SNES version pretty faithfully (see ProReview, April), True Lies on the Game Boy is an overhead action/adventure that's surprisingly low on both action and adventure. You lead Harry through various rooms, shoot most moving enemies, gather weapons and keys, and leave.

The gameplay is solid but boring. You can easily switch between a handgun, machine gun, shotgun, or grenades (when you find them), but they all have the same basic effect.

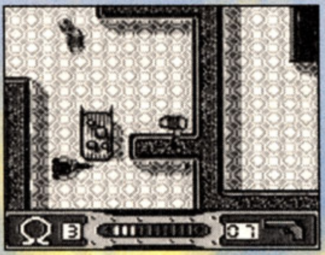
Guiding Harry is nothing special, either. Although he's armed to the teeth, you'll wish he could do more than just slowly plod around.



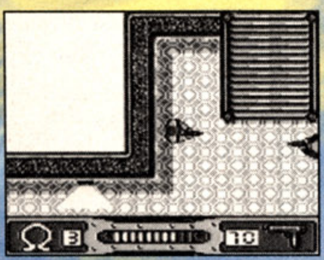
PROTIP: Watch out for grenades. When you accidentally toss them into an obstruction, they'll roll back on you.

See Harry Run

The tame, one-dimensional graphics mash furniture, hedges, enemies, and other elements into one big, uninteresting background. On a small Game Boy screen, Lies is tough on the eyes.



PROTIP: Stay behind the safety of a wall and let enemies drift toward you.



PROTIP: Shooting enemies off-screen works. Line up the sucker, step out of harm's way, and fire.

Sound effects run the gamut from blah to blah. Weak shooting effects are further compromised by repetitive, annoying music. A Walkman stereo is not only a requirement but also a blessing.

Although this game may alleviate the boredom brought on by an afternoon spent in the back seat of a car, don't waste your time on it unless you're stuck that badly. True Lies doesn't ask for a lot of your time, and it doesn't give you much in return. No lie. G

True Lies by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	3.0	2.5	INT. Intermediate

$27.95
2 megs
Available May
Action/adventure
1 player

10 levels
Overhead view
Passwords
ESRB rating: Teen

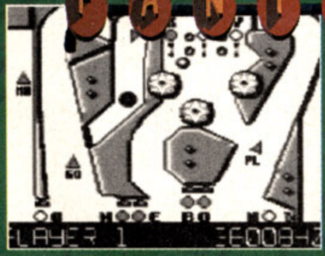
Pinball Fantasies

By Captain Squideo

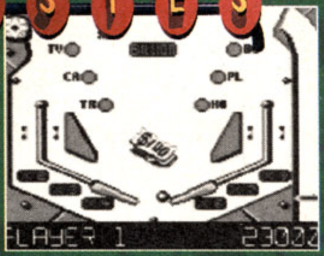
Think you're a pinball wizard with the silver ball? You can try working your magic on Pinball Fantasies for the Game Boy, but this game's limited gameplay means you'll run out of fun within 15 minutes.

Tilt

Like the new Jaguar version of this game, you get four pinball tables, each with its own theme (Partyland, Speed Devils, Billion Dollar Gameshow, and Stones Bones). You play Pinball Fantasies just like pinball, using simple flippers at the bottom of the table to flick the ball back up to the top.



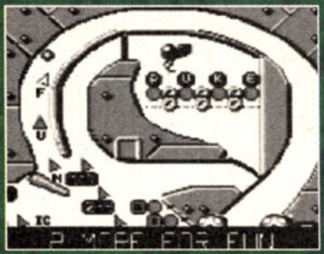
PROTIP: At the top of the Stones Bones table, gently tap the Tilt button to keep the ball in the KEY area.



PROTIP: Don't give up on a ball if it falls past your flippers. Occasionally, it will ricochet back onto the table.

The controls require no thought, the tables are uncomplicated (there are no side rooms, ramps, or hidden areas), and the action is slow. You quickly run out of challenges, and you quickly run out of fun.

The graphics should be dazzling and busy, like real pinball machines are. Unfortunately, these tables are pretty sparse. You can make out the point totals and special areas, but there's not anything really eye catching. Some animations, wacky explosions, or even introductory scenes might've been interesting.



PROTIP: At the beginning of Partyland, hit your upper flipper as the ball approaches the table, and you might reach the high-scoring PUKE area to the right.

The sounds are the game's relative strength. The fast-paced music and layered sound effects effectively duplicate actual pinball action.

Fantasy Island

The idea of handheld pinball isn't bad, but this cart doesn't deliver the goods. More creativity and complexity in the gameplay and graphics would've added up to more fun. G

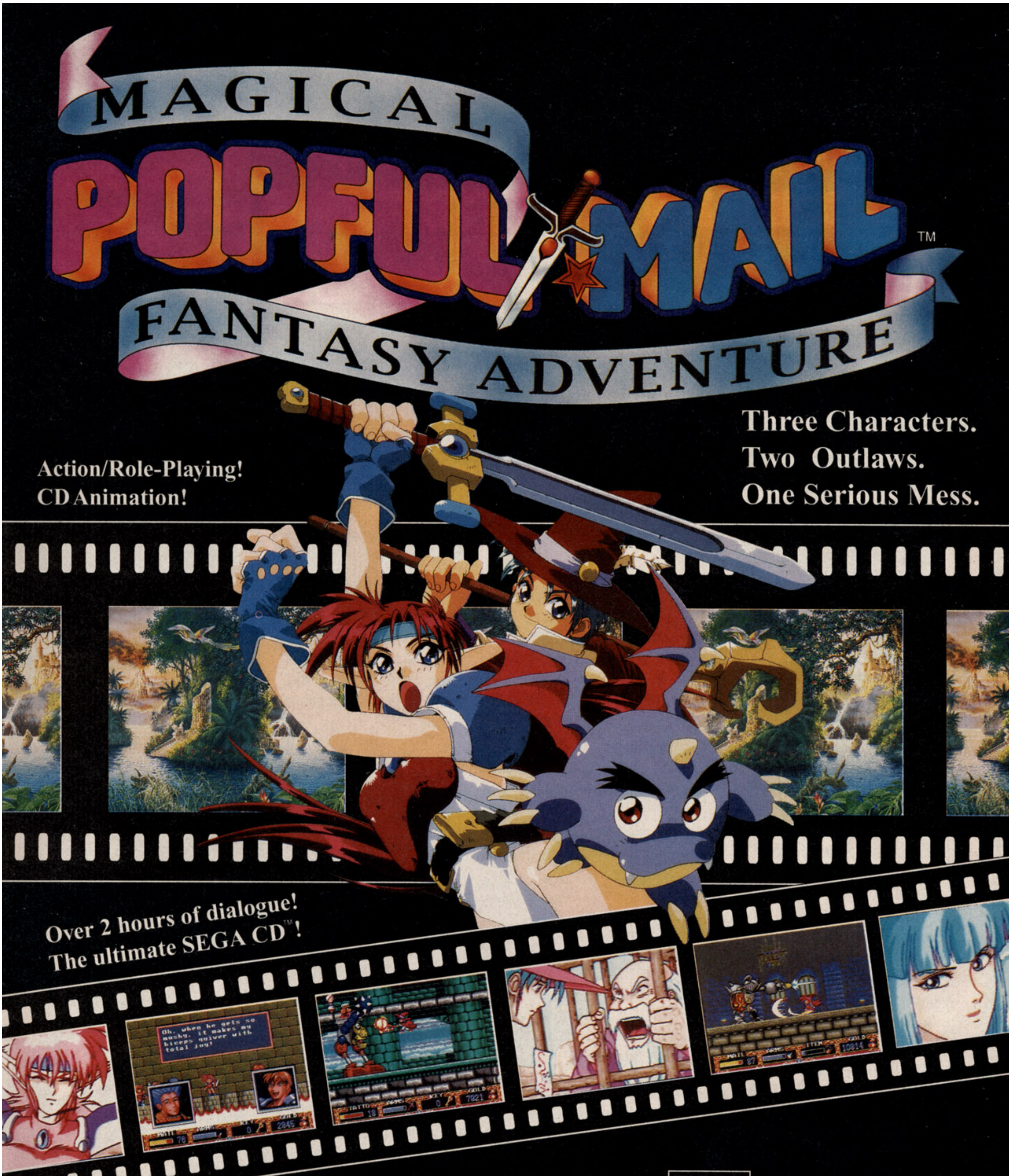
Pinball Fantasies by GameTek

Graphics	Sound	Control	FunFactor	Challenge
2.0	3.0	2.0	1.0	BEG. Beginner

$39.99
1 meg
Available now
Pinball
1 player

Overhead view
Multiscrolling
ESRB rating: Kids to Adults

MAGICAL POPFUL MAIL™ FANTASY ADVENTURE


Oh, when he gets so mushy, it makes my biceps quiver with total joy!

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Two Outlaws.
One Serious Mess.

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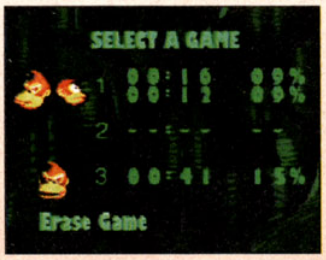
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Donkey Kong Country

50 Lives, "Bad Buddy" Trick, and Sound Test



At the Select A Game screen, highlight "Erase Game" with your cursor and then enter any of the following tricks:

50 Lives
Press B, A, R, R, A, L, and then begin with one of your saved games.

"Bad Buddy" Code
Press B, A, Down, B, Up, Down, Down, and Y. In two-player team games, this trick enables either player to gain control at any time by pressing Select.

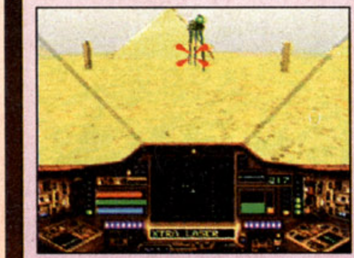
Sound Test
Press Down, A, R, B, Y, Down, A, and Y. Press Select to skip through the game sounds and music.

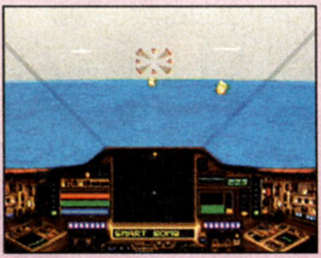
Mark Greer
Lakewood, CO

3DO

Shock Wave

Power-Up Cheats





Press II to pause the game during play and enter this master code: **B, A, C, C, A, A, and X. Press II again, enter any of the codes below, and then press X.** You can use the missile power-up and smart bomb only once per mission.

Laser power-up:	**C, A, A, B, A, C, A** "Xtra Laser" message appears.
Missile power-up:	**C, A, A, B, A** "Nuke 'Em Up" message appears.
Smart bomb:	**A, C, A, B, A, A, C, A, A, A** "Smart Bomb" message appears.
Invincibility:	**A, B, A, C, A, A, B, A** "Invincible" message appears.

Mike Everett
Montgomery, AL

Super NES

Mortal Kombat II

Double Fatality Time and Super Damage

CHOOSE YOUR FIGHTER

Quickly enter the following button presses at the character-select screen. The "character-selected" whooshing sound confirms each trick.

Double fatality time:
Up, Up, Left, Up, Down, Select

Super damage (two hits defeat your opponent, and your opponent's hits damage you half the normal amount): **Down, Up, Right, Up, Left, Select**

Adam Hammer
Richmond, British Columbia, Canada

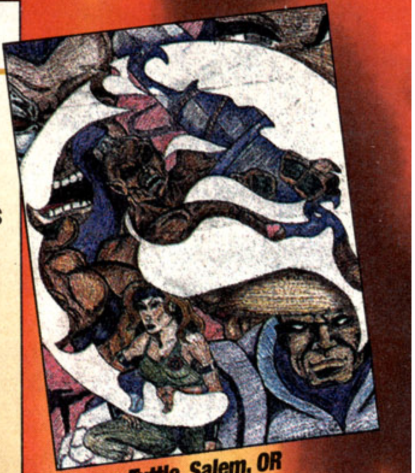
Arcade

Killer Instinct

Double the Speed

As soon as each player has selected a character, **hold Right on the joystick and simultaneously press all three punch buttons** (in a one-player game, the first player must do this with their controller and Player Two's controller). These buttons must be held until the prefight match screen appears and then released after you hear the swooshing noise for the second time. This code doubles the normal speed of the game, but it must be re-entered with every new match.

Brian Smolnik
Joliet, IL

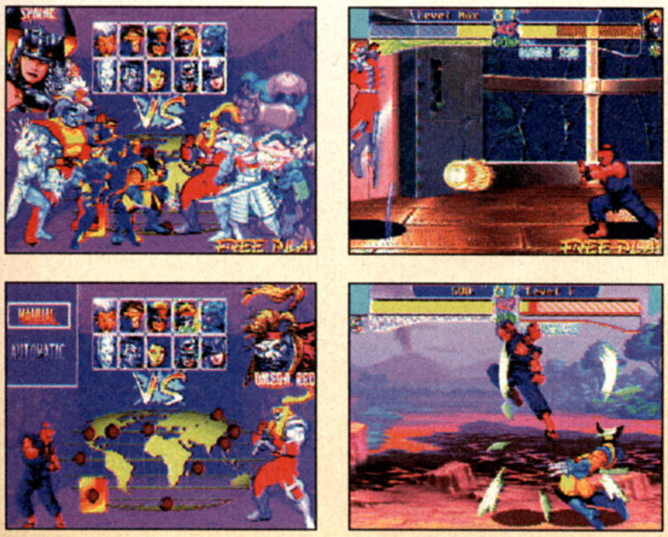


Sherry Tuttle, Salem, OR

Arcade

X-Men: Children of the Atom

Play as Akuma

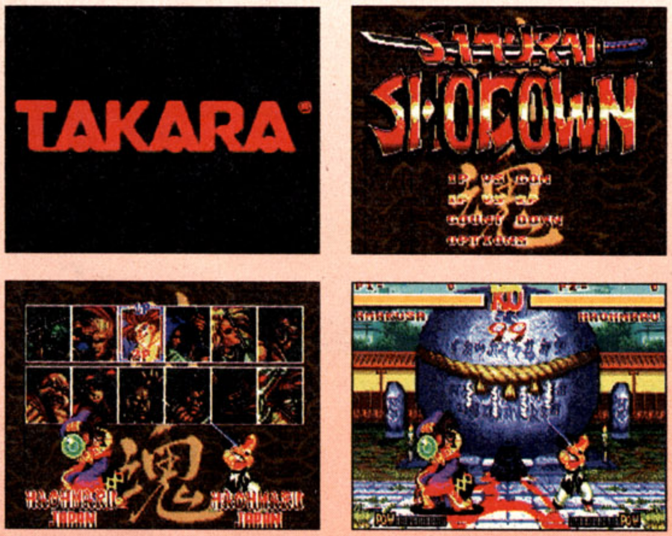

FREE PLAY
FREE PLAY
MANUAL
AUTOMATIC
VS

Pit this Super Street Fighter boss against the X-Men! As Player One at the character-select screen, move the cursor to Spiral in the lower right-hand corner and hold it there for two seconds. Then, in one motion, move the cursor left across the bottom row of characters until you reach Iceman. Continuously move back one to the right to Colossus, up one to Cyclops, right two (past Wolverine) to Omega Red, and down to Silver Samurai. Wait on Silver Samurai for two seconds, then **simultaneously press Fierce Punch, Fierce Kick, and Quick Kick**. Akuma will jump down and pose for you. His moves are exactly the same as in Super Street Fighter II Turbo.

Super NES

Samurai Shodown

Play as Amakusa


TAKARA
SAMURAI SHODOWN
JAPAN
JAPAN

This pad trick enables you to play as Amakusa in the two-player or Countdown game. At the Takara logo screen, **press A, Y, X, and B**. A voice confirms that you've done the trick correctly. At the title screen, select the game you want to play. Then, at the character-select screen, select any character and **simultaneously hold down L and R** to select Amakusa. In the two-player game, continue to hold down the buttons until your opponent has selected his character.

FIRST CLASS MAIL
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P&DC BROOKLYN NY

Jay Atkins, Brooklyn, NY

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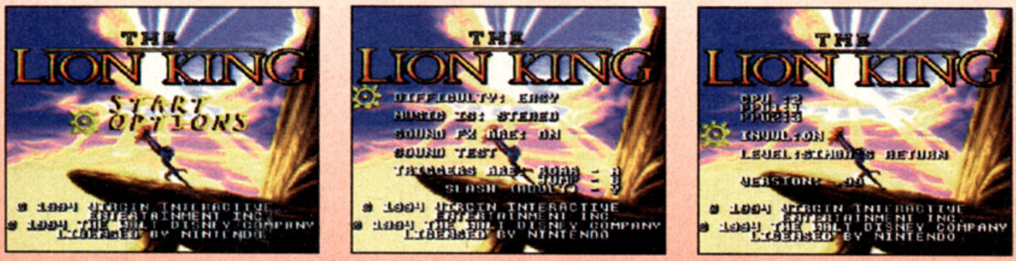
You can also e-mail your tips to:
swat.gamepro@iftw.com

Super NES

The Lion King

Level Select and Invincibility


THE LION KING
START
OPTIONS
DIFFICULTY: EASY
MUSIC IS: STEREO
SOUND FX ARE: ON
SOUND TEST
TRIGGERS ARE: ROAR - A
JUMP - B
SLASH (ADULT) - Y
INVUL:ON
LEVEL:SIMBA'S RETURN
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Go to the Options screen and **press B, A, R, R, Y**. Level-select and invulnerability options appear. When you exit the Options screen and begin the game, you immediately jump to the level you selected and, if you switched Invulnerability to "On," you'll be invincible!

Ryan Weason
Thomaston, GA

NBA Jam Tournament Edition

Hidden Characters and Power-Ups

Genesis and Super NES

More than 37 hidden characters and 16 power-ups are secreted away in NBA Jam Tournament Edition, and *GamePro* enlisted the help of some serious Internet GamePros to rein in the codes.

We've included the codes for both Genesis and Super NES and noted where system-specific button presses are needed.

Hidden Characters!

Note: Enter the following codes at the Enter Initials screen. The codes and button commands are the same for the Genesis and SNES versions, except that Button Y on the SNES corresponds to Button C on the Genesis.

The Clown Princes of Halftime!

Find out if the team mascots can pound the parquet as well as they can incite the crowd. Play as the mascots for various teams with these codes.

Benny

Enter "B," then simultaneously press Button B and Start. Enter "N," then press any button. Enter "Y," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.

Hugo

Enter "H," then press any button. Enter "G," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "O," then simultaneously press Button A and Start.

Crunch

Enter "C," then simultaneously press Button A and Start. Enter "R," then simultaneously press Button B and Start. Enter "N," then press any button.

Gorilla

Enter "G," then press any button. Enter "O," then simultaneously press Button B and Start. Enter "R," then simultaneously press Button B and Start.

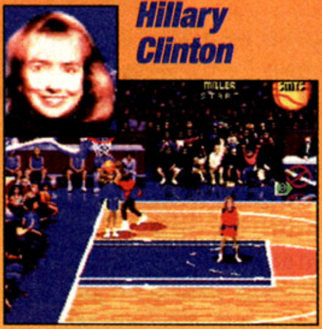
Slammin' Heads Of State!

Want to mix it up with the prez, the missus, or ol' satellite ears? Use these codes:

Bill Clinton

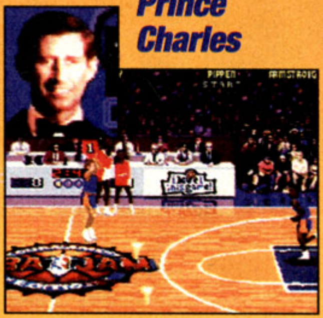
Enter "C," then simultaneously press Button A and Start. Enter "I," then press any button. Enter "C," then simultaneously press Button B and Start.

Hillary Clinton



Enter "H," then press any button. Enter "C," then simultaneously press Button B and Start. Enter a space, then press any button.

Prince Charles



Enter "R," then simultaneously press Button B and Start. Enter "O," then simultaneously press Button A and Start. Enter "Y," then press any button.

Rap and Rebound!

Music stars make noticeable appearances in NBA Jam TE. Heavy D., Fresh Prince, and the Beastie Boys are all in the house!

Heavy D.

Enter "H," then simultaneously press Button A and Start. Enter "V," then press any button. Enter "Y," then simultaneously press Button B and Start.

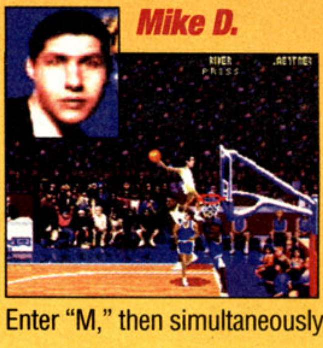
Fresh Prince

Enter "W," then simultaneously press Button Y and Start on the SNES or simultaneously press Button C and Start on the Genesis. Enter "I," then simultaneously press Button B and Start. Enter "L," then press any button.

Jazzy Jeff

Enter "J," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "A," then simultaneously press Button A and Start. Enter "Z," then simultaneously press Button A and Start.

Mike D.



Enter "M," then simultaneously

press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "K," then press any button. Enter "D," then simultaneously press Button Y and Start on the SNES or simultaneously press Button C and Start on the Genesis.

Adrock

Enter "A," then press any button. Enter "D," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "R," then press Button B and Start.

Mca

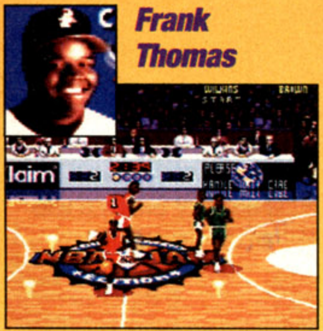
THREE POINTS
NEW YORK
MIAMI
2:38

Enter "M," then simultaneously press Button B and Start. Enter "C," then simultaneously press Button B and Start. Enter "A," then press any button.

Order in the Sports!

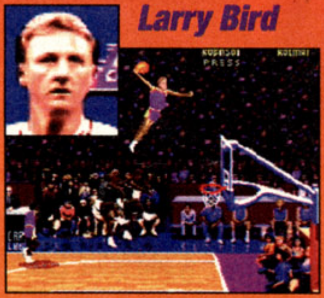
This is cross-training the hard way for Frank Thomas and Randall Cunningham! But for the Bird, it's all old hat.

Frank Thomas



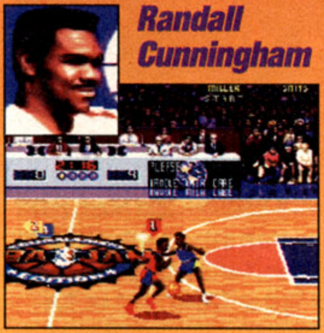
Enter "S," then simultaneously press Button B and Start. Enter "O," then press any button. Enter "X," then simultaneously press Button A and Start.

Larry Bird



Enter "B," then simultaneously press Button A and Start. Enter "R," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "D," then simultaneously press Button A and Start.

Randall Cunningham

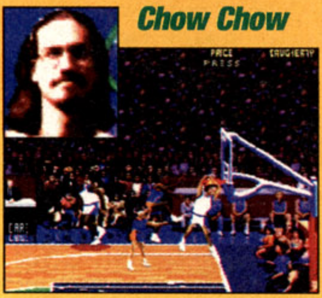


Enter "P," then press any button. Enter "H," then press Button A and Start. Enter "I," then press Button Y and Start on the SNES or Button C and Start on the Genesis.

The Who? Crew

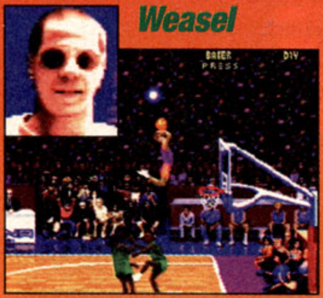
Most of these characters are neither sports stars nor well known. These hidden characters give you the opportunity to see most of the people who worked on Jam TE, however.

Chow Chow



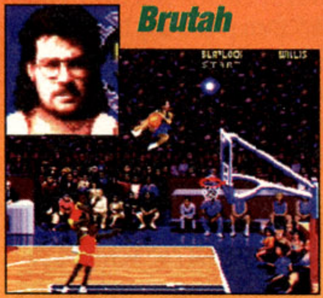
Enter "A," then press any button. Enter "M," then simultaneously press Button A and Start. Enter "X," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.

Weasel



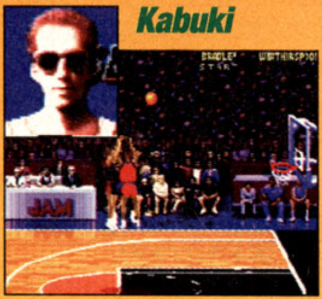
Enter "R," then simultaneously press Button B and Start. Enter "A," then simultaneously press Button A and Start. Enter "Y," then press any button.

Brutah



Enter "L," then simultaneously press Button A and Start. Enter "G," then simultaneously press Button B and Start. Enter "N," then press any button.

Kabuki



Enter "D," then press any button. Enter "A," then simultaneously press Button B and Start. Enter "N," then simultaneously press Button A and Start.

Facime

Enter "X," then simultaneously press Button B and Start. Enter "Y," then simultaneously press Button B and Start. Enter "Z," then simultaneously press Button A and Start.

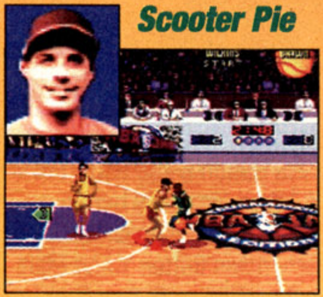
Air Dog

Enter "A," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "I," then press any button. Enter "R," then simultaneously press Button B and Start.

Kid Silk

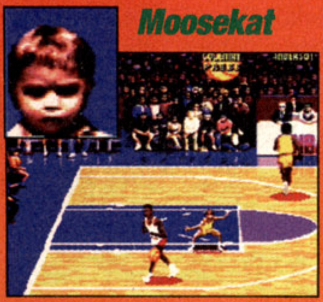
Enter "K," then press any button. Enter "S," then simultaneously press Button B and Start. Enter "K," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.

Scooter Pie



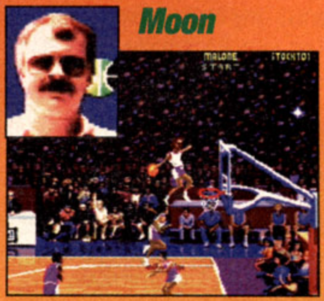
Enter "H," then simultaneously press Button A and Start. Enter "T," then press any button. Enter "P," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.

Moosekat



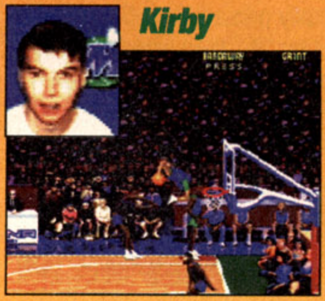
Enter "M," then simultaneously press Button B and Start. Enter "P," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "F," then press any button.

Moon



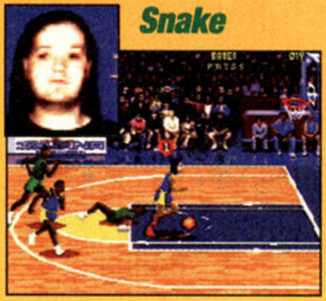
Enter "J," then press any button. Enter "A," then simultaneously press Button A and Start. Enter "Y," then simultaneously press Button B and Start.

Kirby



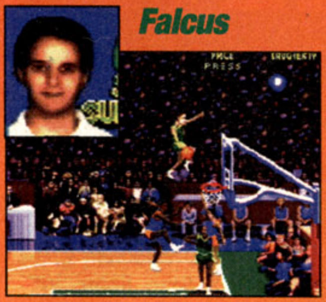
Enter "C," then simultaneously press Button B and Start. Enter "K," then press any button. Enter a space, then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.

Snake



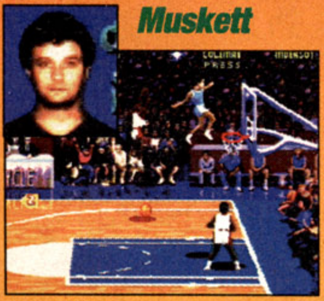
Enter "G," then simultaneously press Button A and Start. Enter "O," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "F," then simultaneously press Button B and Start.

Falcus



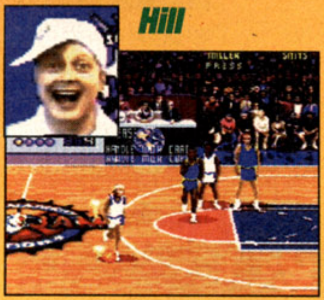
Enter "J," then simultaneously press Button A and Start. Enter "F," then press any button. Enter a space, then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.

Muskett



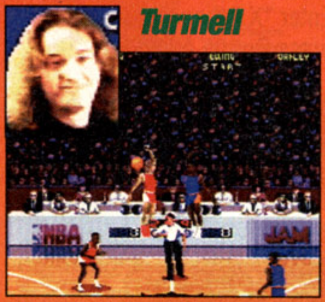
Enter "M," then simultaneously press Button B and Start. Enter "C," then simultaneously press Button B and Start. Enter "M," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.

Hill



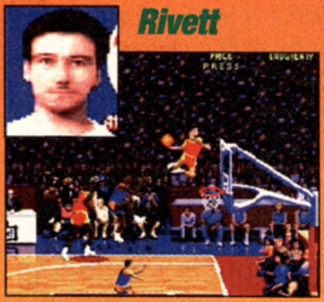
Enter "N," then simultaneously press Button A and Start. Enter "D," then simultaneously press Button B and Start. Enter "H," then simultaneously press Button A and Start.

Turmell



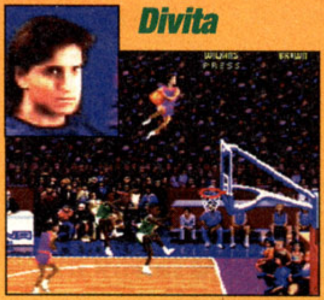
Enter "M," then simultaneously press Button A and Start. Enter "J," then press any button. Enter "T," then simultaneously press Button A and Start.

Rivett



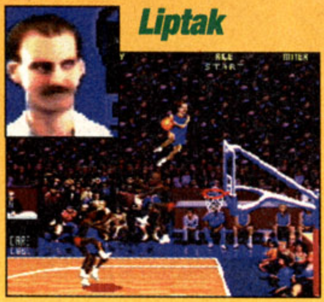
Enter "R," then press any button. Enter "J," then simultaneously press Button A and Start. Enter "R," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.

Divita



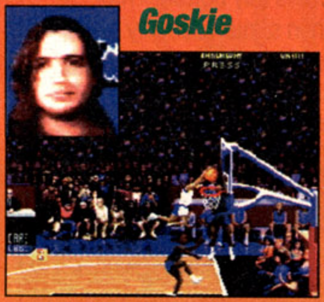
Enter "S," then simultaneously press Button A and Start. Enter "A," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "L," then press any button.

Liptak



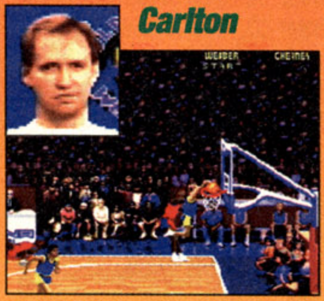
Enter "S," then press any button. Enter "L," then simultaneously press Button B and Start. Enter a space, then simultaneously press Button B and Start.

Goskie



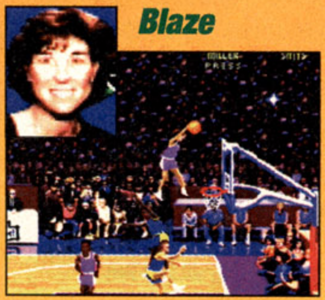
Enter "T," then simultaneously press Button B and Start. Enter "W," then press any button. Enter "G," then simultaneously press Button A and Start.

Carlton



Enter "J," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "M," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "C," then simultaneously press Button B and Start.

Blaze



Enter "B," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "L," then press any button. Enter "Z," then press Button Y and Start on the SNES or Button C and Start on the Genesis.

Power-Ups

Note: Enter the following codes at the "Tonight's Match-Up" screen. All codes work for both systems.

In NBA Jam TE, you can use two codes at once, which means that you can have simultaneous Unlimited Turbo and Teleport Passing! Awesome!

Shot-Percent Display

Press Up, Up, Down, Down, and Button B.

Quick Hands

Press Left, Left, Left, Left, Button A, and Right.

Max Power

Press Right, Right, Left, Right, Button B, B, and Right.

Power-Up Goal Tending

Press Right, Up, Down, Right, Down, and Up.

Power-Up Fire

Press Down, Right, Right, Button B, A, and Left.

Power-Up Turbo

Press Button B, B, B, A, Down, Down, Up, and Left.

Power-Up Offense

Press Button A, B, Up, A, B, Up, and Down.

Power-Up Three-Pointers

Press Up, Down, Left, Right, Left, Down, and Up.

Power-Up Dunks

Press Left, Right, Button A, B, B, and A.

Power-Up Block

Press Down, Right, Button A, B, A, Right, and Down.

Block an Opponent & Both Opponents Fall

Press Up, Up, Up, Up, Left, Left, Left, Left, Button A, and A.

Block an Opponent And the Opposing Teammate Falls

Press Up, Up, Up, Up, Left, Left, Left, Left, Button A, and B.

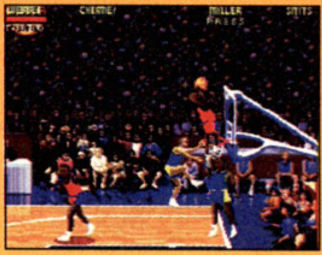
Teleport Pass

Press Up, Right, Right, Left, Button A, Down, Left, Left, Right, and Button B.

Rainbow Shots

Press Up, Down, Up, Down, Right, Up, Button A, A, A, A, and Down.

Speed Up



Press Up, Up, Up, Up, Left, Left, Left, Left, Button B, and A.

Slippery Court

Press Button A, A, A, A, A, Right, Right, Right, Right, and Right.

Special thanks to Jason Deen, floyd@rci.ripco.com, Brian Smolik, and any others who worked on the RGVN posting of the FAQ. Many thanks to all our GamePros for their diligent work.

GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Genesis (Game Genie)

Battletech	AXYT-CA3Y	Infinite ammo
	AX7T-AA7L	Infinite lives
	ATGA-CA54	Don't lose gun from overheating
	AD3T-AAHW	Start on mission 2
	AS3T-AAHW	Start on mission 3
	AM3T-AAHW	Start on mission 4
	AX3T-AAHW	Start on mission 5
Sonic & Knuckles	AZKT-AAG0	Start with 5 lives
	BFKT-AAG0	Start with 9 lives
	GKKT-AAG0	Start with 50 lives
	NPKT-AAG0	Start with 99 lives
	K2WA-CA4J	Infinite lives

Note: There must be no other carts attached.

The Incredible Hulk	ALVT-8A82	Level-select screen appears after game starts
	DVPV-AA9Y	Don't take damage as Hulk or Super Hulk
	ACYA-8AG2	Infinite transformation capsules
	ABRV-AAFN	Guns have infinite ammo
	BG4A-8AEY	Start with nine lives
Jammit Basketball	AKET-AA4C	Infinite Pump-ups
	NTLT-AAGN	Opponents have only $100
	ANLA-AAGG	Start at game 4
	ATLA-AAGG	Start at game 5
	AYLA-AAGG	Start at game 6
	A2LA-AAGG	Start at game 7
	A6LA-AAGG	Start at game 8
	BALA-AAGG	Start at game 9 (against the Judge)

Code of Honor

Have you discovered a hot Game Genie or Pro Action Replay code? If so, send it to Game Enhancers. If we publish your code, we'll print your name and you'll get a cool *GamePro* T-shirt! So get cranking on those codes and send them to:

GamePro Magazine
Secret Weapons (Game Enhancers)
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail your codes to:
swat.gamepro@iftw.com

Codes Provided By:

Andy Gomez
Avon, CO

Bryan Scott
Carrollton, TX

Jerry Shields
Jacksonville, FL

Tom Yau
Jackson Heights, NY

Super NES (Game Genie)

Clay Fighter 2: Judgment Clay	DBOB-E4D1	Select Massive Difficulty at Options screen
	CB51-7D64 + 6251-7F04 + 4651-7F64 + F651-7FA4	Infinite energy and time
Donkey Kong Country	C2C9-4E2C or C2C1-4A9C	Infinite lives
	7468-C34D or 7468-C33D	Start with 51 lives
	1768-C34D or 1768-C33D	Start with 100 lives
	3D81-1273 or 3D86-13E3	Super Jump for Donkey Kong
	AD81-1E73 or AD8B-1AE3	Super Jump for Diddy Kong
	23C4-3213	Many characters become invisible

Note: There are two versions of Donkey Kong Country. If the first code doesn't work, try the second one.

Super Adventure Island II	C2D6-8FAB	Become invincible after you're hit
	CB45-ED6D	Start with more money
	DFF1-770B	Fall slowly
Total Carnage	C932-3413	Infinite lives
	4029-3F12	Infinite time bombs
Uniracers	D42D-4D08	Game plays at Stupid speed
	3CA4-3F69	No timer in most races

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402
(Return address on back)
Old Glory
USA G

Al Lewis, Conway, NH

Game Gear (Game Genie)

Bubble Bobble	0FF-0BE-F72	Start with 15 lives
	00F-12E-5D4	Start with letters "X" and "T"
	FF0-4B7-E64 + FF9 607 E6A	Almost invicible
Tom and Jerry: The Movie	0F8-D4E-C4A	Start with more energy
	0FB-E77-F76	Start with 15 continues
	3EB-FE7-2A2 + 04B-FF7-F7A + 00C-007-E6D	Start on level 5

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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

ARCADE

KILLER INSTINCT

The Move List

By Bruised Lee

(Special thanks to Brian L. Smolik)

T.J. Combo

Swinging Backhand
Charge ← two seconds, Tap →, QP

Springing Backhand
Charge → two seconds, Tap ←, QP, QP

Double Roll Punch
Charge ← two seconds, Tap →, MP

Charging Punch
Charge ← two seconds, Tap →, FP

Straight Knee
Charge ← two seconds, Tap →, QK or FK

Flying Knee
Charge ← two seconds, Tap →, MK

Punching Bag
Rapidly Tap QP (Close)

Winding Uppercut
Hold FP for three seconds, then release

Standing Uppercut
Press and hold ↓, Tap FP

Air Juggle
Charge ← two seconds, Tap →, FP

Combo Breaker
Charge ← two seconds, Tap →, MK

Ultra Combo
As part of a combo, Charge → two seconds, Tap ←, FP

Counter Projectiles
Charge ← two seconds, Tap →, MP

Knockdown Move
After being knocked down, Charge ← one second, Tap →, K

Transition Move 1
Charge ← two seconds, Tap →, MP, Charge → one second, Tap ←, MK

Transition Move 2
Charge ← two seconds, Tap →, FP, Charge → one second, Tap ←, QP

Transition Move 3
Charge ← two seconds, Tap →, FP, Charge → one second, Tap ←, MP

Transition Move 4
Charge ← two seconds, Tap →, FP, Charge → one second, Tap ←, FP

Transition Move 5
Charge ← two seconds, Tap →, FP, Charge → one second, Tap ←, FK

Air Combos
In the air, Tap FK, Charge → one second, Tap ←, MK. Or Tap MK, Charge → one second, Tap ←, QK.

Shadow Move
Press and hold FP, Charge ← two seconds, Tap →, then release FP

Humiliation
Tap ↓, ↓, ↓, QP

No Mercy – Number One
Motion ← ↙ ↓ ↘ → FK (Close)

No Mercy – Number Two
Tap ←, ←, →, →, MP (stand one character's distance away)

Jago

Fireball
Motion ↓ ↘ → P

Uppercut
Motion → ↓ ↘ P

Sword Swipe
Motion ↓ ↘ ↓ ↙ FP

Flying Kick
Motion ↓ ↘ ↓ ↙ K

Combo Breaker
Motion → ↓ ↘ MP

Counter Projectiles
Motion ↓ ↘ ↓ ↙ K

Knockdown Move
After being knocked down, Motion → ↓ ↘ P

Release Moves
Press and hold QP, Motion ↓ ↘ →, then release QP. Or press and hold FP, Motion ↓ ↘ →, then release FP.

Ultra Combo
As part of a combo, Motion ↓ ↙ ← QK

Air Combos
In the air, Tap FK, Motion ↓ ↘ ↓ ↙, Tap MK. Or Tap MK, Motion ↓ ↘ ↓ ↙, Tap QK.

Shadow Moves
Press and hold FK, Motion ↓ ↘ ↓ ↙, then release FK. Or press and hold FP, Tap →, ↓, ↘, then release FP.

Humiliation
Motion → ↘ ↓ ↙ ←, Tap MK

No Mercy – Number One
Tap ←, →, →, QP (Close)

No Mercy – Number Two
Tap ←, ←, →, →, MP (stand three characters' distance away)

Glacius

Blade Arm
Motion ↓ ↘ ↓ ↙, Tap QP

Arm Extension
Tap QP rapidly

Bouncing Fireball
Motion ↓ ↘ →, Tap P

Shoulder Charge
Charge ← two seconds, Tap →, P

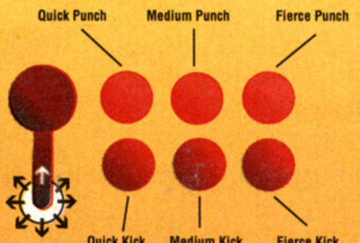
Teleport Behind
Motion ↓ ↘ →, Tap QK

Teleport Uppercut
Motion ↓ ↘ →, Tap MK. Tap FK to knock down your opponent.

Air Juggle
Motion ↓ ↘ →, Tap FK

Counter Projectiles
Motion ↓ ↘ →, Tap MK or FK

Controller Legend



↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away
FK = Fierce Kick
FP = Fierce Punch
K = Press any Kick button
MK = Medium Kick
MP = Medium Punch
P = Press any Punch button
QK = Quick Kick
QP = Quick Punch

Motion = Move the joystick in one continuous, smooth motion.
Tap = Tap the indicated buttons or directions in sequence.
Charge = Hold the direction indicated for the number of seconds indicated.
Close = The move must be done when close to the enemy.
( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Special thanks to Adam at Golfland USA in Sunnyvale, California, for all of his help with the Killer Instinct move list.

Knockdown Move
After being knocked down, Motion ← ↙ ↓ ↘ →, Tap K

Combo Breaker
Charge ← two seconds, Tap →, QP

Ultra Combo
As part of a combo, Charge ← two seconds, Tap →, FP

Air Combos
In the air, Tap FK, Charge → for one second, Tap ←, MK. Or Tap MK, Charge → for one second, ←, Tap QK.

Release Move
After a Combo Breaker, press and hold QP. Motion ↓ ↘ →, then release QP.

Shadow Move
Motion ← ↙ ↓ ↘ →, Tap FP

Humiliation
Tap →, →, ←, QK

No Mercy – Number One
Tap ←, ←, ←, FK (stand one character's distance away)

No Mercy – Number Two
Motion → ↘ ↓ ↙ ← MK (stand one character's distance away)

No Mercy – Number Three
Motion ← ↙ ↓ ↘ → MP (stand one character's distance away)

Spinal

Shield Charge
Charge ← continually, hold down QP

Fireball
Motion ↓ ↘ → P

Red Fireball
Press and hold QP, Motion ← ↙ ↓ ↘ →, then release QP

Sword Attack
Charge ← two seconds, Tap →, MP

Shield Charge
Tap →, →, P

Teleport
To Teleport in front of your attacker, Tap ↓, ↓, ↓, P. To Teleport behind your attacker, Tap ↓, ↓, ↓, K.

Slide
Press and hold ↙, Tap FK

Morph
As part of a combo, Tap ↓, ↓, ↓, and any button

Air Juggle
Motion ↓ ↘ → P

Combo Breaker
Tap →, →, MP

Knockdown Move
After being knocked down, Tap ↓, ↓, and any button

Ultra Combo
As part of a combo, Motion ← ↙ ↓ ↘ → FP

Counter Projectiles
Tap ↓, ↓, ↓, K

Air Combos
In the air, Tap FK, Charge → for one second, Tap ←, MK. Or Tap MK, Charge → for one second, Tap ←, QK.

Release Move
Press and hold QP. Then jump in the air and Tap ↓, ↓, ↓, and release QP. To teleport in front of your attacker, press and hold QK. Jump in the air, Tap ↓, ↓, ↓, and release QK to teleport behind your attacker.

Humiliation
Motion ← ↙ ↓ ↘ → FK

No Mercy – Number One
Tap ←, ←, ←, MK (stand one character's distance away)

No Mercy – Number Two
Tap ←, ←, →, QK (stand one character's distance away)

Cinder

Mini Flame Torch
Tap ←, ←, QP

Charge
Tap →, →, P

Air Charge
In the air, Tap →, →, P

Outline
Motion → ↘ ↓ ↙ ← MP

Invisible
Motion → ↘ ↓ ↙ ← FP

Flame Torch
Tap →, →, K

Uppercut with Kick
Motion → ↓ ↘ K

Air Juggle
Tap →, →, FP

Combo Breaker
Motion → ↓ ↘ MK

Knockdown Move
After being knocked down, Motion → ↓ ↘ K

Ultra Combo
As part of a combo, Tap →, →, FP

Air Combos
In the air, Tap FK, Charge → for one second, Tap ←, MP. Or Tap MK, Charge → for one second, Tap ←, QP.

Counter Projectiles
Motion → ↘ ↓ ↙ ← MP

Humiliation
Tap ←, ←, ←, ←, FK

No Mercy – Number One
Motion ← ← ← MP (stand two characters' distance away)

No Mercy – Number Two
Motion ← ↙ ↓ ↘ → QK (stand two characters' distance away)

Orchid

Fireball
Motion ↓ ↘ → P

Tiger Morph
Charge ← two seconds, Tap →, P

Charge
Motion ↓ ↘ ↓ ↙ QP or MP

Spinning Swords
Motion ↓ ↘ ↓ ↙ FP

Back Flip Kick
Press and hold ←, Tap FK

Spinning Kick
Charge ← two seconds, Tap →, K

Air Juggle
Motion ↓ ↘ → QP

Combo Breaker
Charge ← two seconds, Tap →, FK

Knockdown Move
After being knocked down, Charge ← one second, Tap →, K

Ultra Combo
As part of a combo, Charge ← two seconds, Tap →, MP

Counter Projectiles
Charge ← two seconds, Tap →, P

Air Combos
In the air, Tap FK, Charge → for one second, Tap ←, MP. Or Tap MK, Charge → for one second, Tap ←, QP.

Shadow Moves
Press and hold FP, Charge ← two seconds, Tap →, then release FP. Or press and hold MP, Motion ↓ ↘ ↓ ↙, then release MP.

Humiliation
Motion → ↘ ↓ ↙ ← FP

No Mercy – Number One
Tap ↓, →, ←, QK (Close). After your attacker transforms into a frog, Tap FK to step on 'em.

No Mercy – Number Two
Tap ←, ←, →, →, QP (stand one character's distance away)

Riptor

Fireball
Motion ↓ ↙ ← P

Air Fireball
In the air, Motion ↓ ↙ ← P

Head Butt
Charge ← two seconds, Tap →, P

Low Flame
Motion ↓ ↘ ↓ ↙ FP

Flying Feet Attack
Charge ← two seconds, Tap →, K

Flip Attack
Motion ↓ ↘ ↓ ↙ K

Air Juggle
Motion ↓ ↙ ← QP

Combo Breaker
Charge ← two seconds, Tap →, FK

Knockdown Move
After being knocked down, Charge ← one second, Tap →, K

Ultra Combo
As part of a combo, Charge ← two seconds, Tap →, QK

Counter Projectiles
Charge ← two seconds, Tap →, FK

Air Combos
In the air, Tap FK, Charge → for one second, Tap ←, MK. Or Tap MK, Charge → for one second, ←, Tap QK.

Transition Move 1
Charge ← two seconds, Tap →, FP, Charge → for one second, Tap ←, QK

Transition Move 2
Charge ← two seconds, Tap →, FP, Charge → for one second, Tap ←, FP

Release Move
Press and hold MP, Motion → ↘ ↓ ↙ ←, then release MP

Humiliation
Tap ↓, ↓, →, →, FP

No Mercy – Number One
Motion ← ← ← MK (two characters' distance away)

No Mercy – Number Two
Motion ← ↙ ↓ ↘ → MP (two characters' distance away)

No Mercy – Number Three
Tap →, →, ←, FK (two characters' distance away)

Sabrewulf

Fire Bat
Motion ↓ ↙ ← P

Spinning Claws
Charge ← two seconds, Tap →, P

Claw Roll
Charge ← two seconds, Tap →, QK

Charge Uppercut
Charge ← two seconds, Tap →, MK

Jump Attack
Charge ← two seconds, Tap →, FK

Howl
Motion ↓ ↘ ↓ ↙ FK. This move increases the length of your moves and makes them stronger.

Air Juggle
Charge ← two seconds, Tap →, FK

Combo Breaker
Charge ← two seconds, Tap →, MK

Knockdown Move
After being knocked down, Charge ← one second, Tap →, K

Ultra Combo
As part of a combo, Charge → two seconds, Tap ←, QK

Air Combos
In the air, Tap FK, Charge → for one second, Tap ←, MK. Or Tap MK, Charge → for one second, Tap ←, QK.

Transition Move 1
Charge ← two seconds, Tap →, MK, Charge → for one second, Tap ←, MK

Transition Move 2
Charge ← two seconds, Tap →, MK, Charge → for one second, Tap ←, QK

Counter Projectiles
Charge ← two seconds, Tap →, QK

Humiliation
Tap →, →, QP

No Mercy – Number One
Motion ← ← ← MK (stand one character's distance away)

No Mercy – Number Two
Motion ← ← → MP (stand one character's distance away)

Chief Thunder

Spinning Axe
Charge ← two seconds, Tap →, P

Uppercut
Motion → ↘ ↓ ↙ ← P

Tomahawk
In the air or after an uppercut, Motion ↓ ↙ ← FP

Fireball
Motion ↓ ↘ → K. Press and hold ↑ or ↓ to direct the fireballs.

Knee Charge
Charge ← two seconds, Tap →, FK

Air Juggle
Motion ↓ ↘ → QK

Combo Breaker
Motion → ↘ ↓ ↙ ← QP

Knockdown Move
After being knocked down, Motion → ↘ ↓ ↙ ←, P

Air Combos
In the air, Tap FK, Charge → for one second, Tap ←, MP. Or Tap MK, Charge → for one second, Tap ←, QP.

Ultra Combo
As part of a combo, Charge ← two seconds, Tap →, QP

Counter Projectiles
Charge ← two seconds, Tap →, P

Shadow Move
Press and hold FP. While in the air or after an uppercut, Motion ↓ ↙ ←, then release FP.

Humiliation
Tap ↓, ↓, ↓, →, QK

No Mercy – Number One
Motion ← ↙ ↓ ↘ → FP (stand two characters' distance away)

No Mercy – Number Two
Motion → ↘ ↓ ↙ ← FK (Close)

Fulgore

Fireball
Motion ↓ ↘ →, Tap P, ←, ←, ↓, ↘, →, QP to throw two fireballs. Tap →, ←, ←, ↓, ↘, →, QP to throw three fireballs.

Uppercut
Motion → ↓ ↘ P

Teleport
To teleport in front of an attacker, Motion ← ↓ ↙ P. To teleport behind an attacker, Motion ← ↓ ↙ K.

Reflector
Motion → ↘ ↓ ↙ ← P

Claw Charge
Charge ← two seconds, Tap →, K

Laser Shot
Motion ↓ ↘ ↓ ↙ K

Air Juggle
Motion ↓ ↘ → QP

Combo Breaker
Motion → ↓ ↘ MP

Knockdown Move
After being knocked down, Motion → ↓ ↘ P

Air Combos
In the air, Tap FK, Motion → ↓ ↘, Tap MP. Or Tap MK, Motion → ↓ ↘, Tap QP.

Ultra Combo
As part of a combo, Motion → ↓ ↘, Tap QP

Counter Projectiles
Motion → ↘ ↓ ↙ ← P

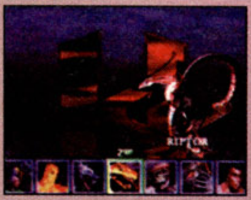
Shadow Move
Press and hold FK, Charge ← two seconds, Tap →, then release FK

Humiliation
Motion ← ↙ ↓ ↘ → MK

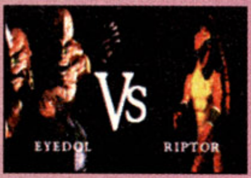
No Mercy – Number One
Motion ← ↙ ↓ ↘ → FK (stand two characters' distance away)

No Mercy – Number Two
Motion → ↘ ↓ ↙ ← FP (stand two characters' distance away)

Eyedol



To play as Eyedol, you must first pick Riptor with MP or MK. As soon as you do, hold down QP, MP, QK, and hold Left on the controller.



When you see this screen, hold MP, FP, FK, and Right. Continue to do this until you hear "Eyedol."

Eyedol has undeniable power, but his speed isn't topnotch, and it may take you some time to get used to his jumping abilities. His Charge moves require only one second, not two. Some of his basic moves and combos are covered below.

Fireball

Motion ↓ ↘ → P

Charge

Charge ← one second, Tap →, QP

Club Swing

Charge ← one second, Tap →, MP

Power Swing

Charge ← one second, Tap →, FP

Forward Jump

Charge ← one second, Tap →, QK

Straight Jump

Charge ← one second, Tap →, MK

Backward Jump

Charge ← one second, Tap →, FK

Ground Stomp

Press and hold ←, Tap MP

Combo 1
Tap ↙, QP, →, QP, ←, MK, →, FP

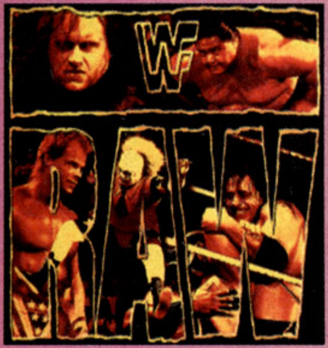
Combo 2
Tap ←, →, QK, →, FP

Combo 3
Tap ←, →, QP, press and hold ←, Tap FP, FP, FP, FP, →, FP

Air Juggle
Charge ← one second, Tap →, QP

Combo Breaker
Charge ← one second, Tap →, P

EYEDOL'S ENDING



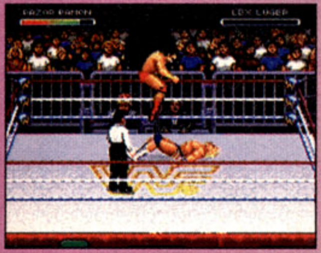
Mega Moves for Genesis and Super NES

By Scary Larry

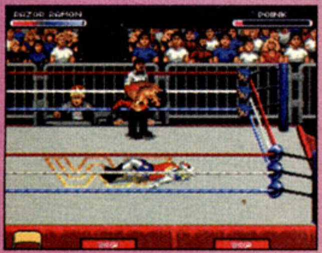
For all the Mega Moves on the SNES, you must hold down Button L while you perform the pad trick. On the Genesis, always hold down Buttons A and B when you do the trick, but release the buttons when instructed to do so.

Razor Ramon's Back Flip Elbow Drop

The opponent must be lying down with your wrestler in front of him.



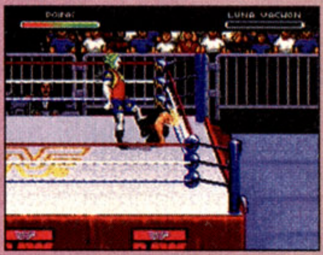
Super NES: Press Left, Left, Right, and Button B



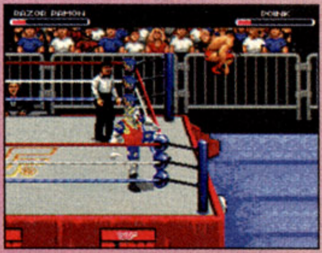
Genesis: Press Left, Left, Right, then release Button A

Doink's Field Goal Kick

Stand behind your opponent when he's stunned.



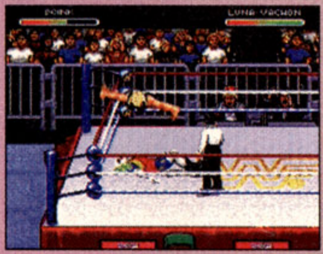
Super NES: Press Left, Left, Left, and Button A



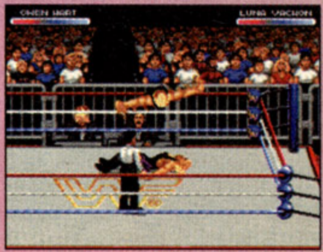
Genesis: Press Left, Left, Left, and Button C

Luna's Propeller Splash

The opponent must be lying down in the ring.



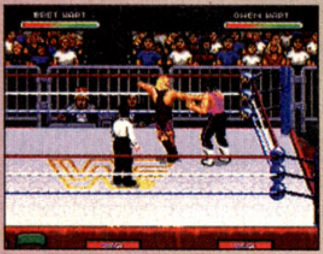
Super NES: Press Left, Down, Down, and Button B



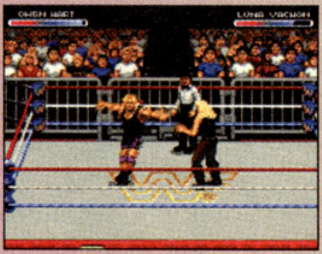
Genesis: Press Left, Down, Down, then release A

Owen Hart's Whirling Dervish

The opponent must be standing in the ring.



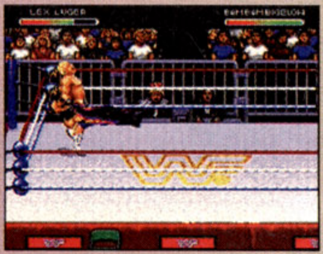
Super NES: Press Up, Right, Down, and Button Y



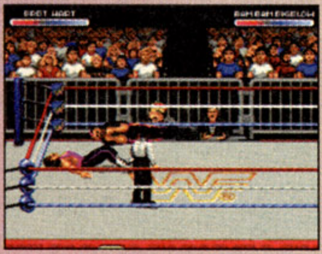
Genesis: Press Up, Right, Down, then release Button A

Bam Bam Bigelow's Torpedo

The opponent must be standing in the ring.



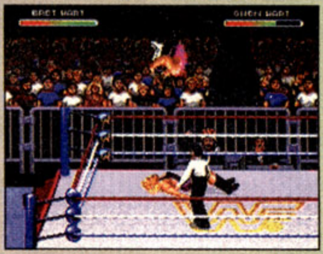
Super NES: Press Up, Down, Left or Right, and Button Y



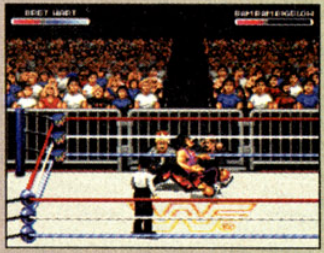
Genesis: Press Up, Down, Left or Right, then release Button B

Bret Hart's Butt Flip

When the opponent is lying beneath you, climb the turnbuckle, then do the following:



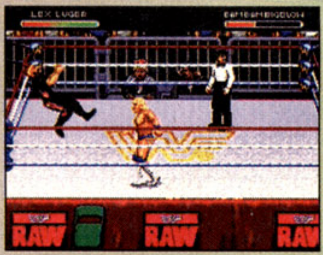
Super NES: Press Right, Right, Up, and Button B



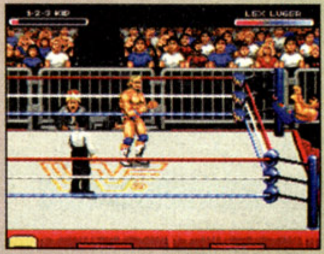
Genesis: Press Right, Right, Up, then release Button B

Lex Luger's Super Punch

The opponent must be standing in the ring and within punching range.



Super NES: Press Up, Up, Down, and Button B



Genesis: Press Up, Up, Down, then release Button B

Virtua Fighter 2

Complete Move List

JACKY BRYANT

Punch Spin Kick
Tap P, K

Punch Side Kick
Tap P, K (Short)

Punch Low Spin Kick
Tap P, ↓, K

Jab Straight
Tap P, P

Double Punch Snap Kick
Tap P, P, K

Flash Piston Punch
Tap P, P, P

Combi-Back Knuckle
Tap P, P, ←, P

Combi-Elbow
Tap P, P, →, P

Combi-Elbow Spin Kick
Tap P, P, →, (P K)

Spinning Back Knuckle
Tap ←, K

Double Spin Knuckle
Press and hold ←, Tap P, P

Spinning Arm Kick
Tap ←, P, K

Spinning Low Spin Kick
Tap ←, P, ↓, K

Rising Elbow
Tap →, P

Elbow Spin Kick
Tap →, (P K)

Slant Back Knuckle
Tap ↙, P

Slant Low Spin Kick
Tap ↙, P, ↓, K

Knee Kick
Tap →, K

Toe Kick
Tap ↓, K

Dash Hammer Kick
Tap →, →, K

Spinning Kick
Tap (K G)

Leg Slicer
Press and hold ↓, (K G)

Double Spinning Kick
Tap K, K

Somersault Kick
Tap ↖, K

Northern Light Bomb
Press (P G) (Short)

Face Crasher
After a jump kick, press (P G)

Neck Breaker
Tap →, →, P (Short)

SARAH BRYANT

Punch High Kick
Tap P, K

Punch Side Kick
Tap P, K (Short)

Jab Straight
Tap P, P

Double Punch Snap Kick
Tap P, P, K

Flash Piston Punch
Tap P, P, P

Combi-Rising Knee
Tap P, P, P, K

Combi-Somersault
Tap P, P, P, ↖, K

Combi-Rising Kick
Tap P, P, P, ↑, K

Rising Elbow
Tap →, P

Double Joint Batt
Tap →, P, K

Knee Kick
Tap →, K

Double Step Knee
Tap →, K, ↘, K

Jack Knife Kick
Tap ↓, K

Jack Knife Kick Side
Tap ↓, K, K

Illusion Kick
Press and hold ↘, Tap K, K

Mirage Kick
Press and hold ↘, Tap K, K, K

High Kick Straight
Tap K, P

Rising Knee
Press and hold ↓, Tap →, K

Dash Knee
Tap →, →, K

Leg Slicer
Press and hold ↓, press (K G)

Somersault Kick
Tap ↖, K

Front Suplex
Press (P G) (Short)

Back Drop
After a jump kick, press (P G)

Neck Breaker
Tap →, →, P (Short)

LAU CHAN

Renken Tai
Tap P, K

Rensho
Tap P, P

Soken Senpu-Tai
Tap P, P, K

Raigekisho
Tap P, P, P

Renkan-Tensin-Kyaku
Tap P, P, P, K

Renkan-Tensin Soukyaku
Tap P, P, P, press and hold ↓, Tap K

Renkan-Haiten-Kyaku
Tap P, P, P, ↖, K

Renkan-Senpuga
Tap P, press and hold (K G)

Renken-Ensenshu
Tap P, press and hold ↓, Tap (K G)

Shakasho
Tap ↘, P

Rensho
Tap ↘, P, P

Rensho-Senpu-Tai
Tap ↘, P, P, K

Rensho-Sho
Tap ↘, P, P, P

Rensho-Tensin Kyaku
Tap ↘, P, P, P, K

Rensho-Tensin Soukyaku
Tap ↘, P, P, P, press and hold ↓, Tap K

Rensho-Haiten-Kyaku
Tap ↘, P, P, P, ↖, K

Rensho-Senpuga
Tap ↘, P, press and hold (K G)

Rensho-Ensen-Shu
Tap ↘, P, press and hold ↓, press (K G)

Shajou-Sho
Press and hold ↘, Tap P

Chu-Geki
Tap →, P

Senpu-Ga
Press (K G)

EnsenShu
Press and hold ↓, press (K G)

Taitou Risenkyaku Sit
Press and hold →, Tap K

Kokyaku Haiten
Tap ↖, K

Kensha Touraku
Press (P G) (Short)

Ryusha Senten
Tap ←, P (Short)

Tensin Hainsho
Tap ←, →, P (Short)

PAI CHAN

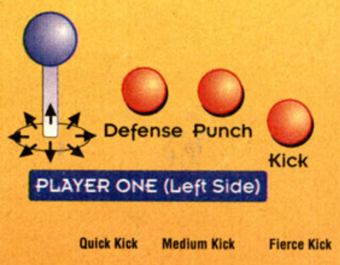
Renken Tai
Tap P, K

Rensho
Tap P, P

Soken Senpu-Tai
Tap P, P, K

Raigekisho
Tap P, P, P

Controller Legend



↙ = Down-Away
← = Away
↖ = Up-Away
↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down

G = Press the Defense button
K = Press the Kick button
P = Press the Punch button
Short = From a short distance
Middle = From a middle distance
Long = From a long distance
Motion = Move the joystick in one continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
() = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Renkan-Tensin-Kyaku
Tap P, P, P, K

Renkan-Haiten-Kyaku
Tap P, P, P, ↖, K

Renkan-Senpuga
Tap P, press and hold (K G)

Renken-Ensenshu
Tap P, press and hold ↓, press (K G)

Senpu-Ga
Press (K G)

Ensenshu
Press and hold ↓, press (K G)

Taito Risenkyaku Sit
Press and hold →, Tap K

Haiten Kyaku
Tap ↖, K

Raiin Shoda
Tap ↘, P

Tensin Soto
Press (P G) (Short)

Senpu Enjin
Tap ←, →, P (Short)

Tenchi Toraku
Tap ←, ↓, P (Short)

Toushin Insho
Tap →, →, (P K) (Short)

SHUN DI

Gekiten-Sentai
Tap P, K

Ren-Geki
Tap P, P

Saishu-Renkangeki
Tap P, P, P

Gyouin Haishu
Tap ↘, P

Ouso-Geki
Tap ←, P

Rensai Gakushu
Tap →, P

Gyoshin Totai
Tap ←, K

Chubu Soutenkyaku
Tap →, →, K

Tensin Souchushou
Press (P K)

Tanhi Chogeki
Press (K G)

Senpu Sotai
Press and hold ↓, press (K G)

Suiho Tensinchu
Press (P G) (Short)

LION RAFALE

Rensui Tai
Tap P, K

Koshu Rensui
Tap P, P

Renkan sensho
Tap P, P, P

Sen Insho
Tap ↘, P

Rakugeki Sho
Tap ↘, P, P

Banchu
Tap →, P

Gyuchu Sensho
Tap ↑, P

Toho Soshu
Press (P G)

Soji Senpu
Tap →, (P G)

Kosho Teishitu
Tap →, K

Zen Sotai
Tap ↓, K, K

Ko Sotai
Tap ↓, (K G)

Senkyu Tai
Tap ↓, ↓, K

Hato Shu Shutai
Press (P G) (Short)

Renko Shuhaishu
After a jump kick, press (P G)

KAGE MARU

Hagasane
Tap P, K

Ressho
Tap P, P

Ressho-Kyaku
Tap P, P, K

Sandangeki
Tap P, P, P

Sandan-Fujinkyaku
Tap P, P, P, K

Hiji Uchi
Tap →, P

Fushin Hizageri
Press and hold ↓, Tap →, K

Ryuei Kyaku
Tap →, →, K

Senpu Keri
Tap ↖, K

Suisha-Geri
Tap ↖, (K G)

Tumuji Geri
Press and hold ↓, press (K G)

Kaiten Jisuri-Kyaku
Motion ← ↙ ↓ ↘ → K

Koten Jisuri-Kyaku
Motion → ↘ ↓ ↙ ← K

Rairyu Hishokyaku
Tap →, →, (P K G)

Taito
Press (P G) (Short)

Haura Kasumi
Before landing from a jump, press (P G)

Koenraku
Tap ←, P (Short)

Katana Kasumi
Press (P K G) (Short)

Kage Kasumi
Tap ← → P (Short)

JEFFERY MCWILD

Knuckle Kick
Tap P, K

Double Knuckle
Tap P, P

1-2 Upper
Tap P, P, P

Smash Upper
Tap ↘, P

Double Upper
Tap ↘, P, P

Vertical Upper
Press and hold ↘, Tap P

Dash Elbow
Tap →, →, P

Elbow Upper
Tap →, →, P, P

Elbow
Tap →, P

Elbow Hammer
Tap →, P, ←, P

Toe Kick
Tap ↓, K

Toe Kick Hammer
Tap ↓, K, P

Knee Attack
Tap →, K

Back Flip
Press (P G) (Short)

Back Breaker
After a jump kick, press (P G)

Power Slam
Tap →, P (Short)

Body Lift
Tap ←, (P G) (Short)

Iron Crow
When the enemy is crouching, Tap ↓, P

Machine Gun Knee Lift
When the enemy is crouching, press and hold ↓, Tap →, P

WOLF HAWK-FIELD

Hammer Kick
Tap P, K

Jab Straight
Tap P, P

1-2 Upper
Tap P, P, P

Sonic Upper
Tap ↘, P

Vertical Upper
Press and hold ↘, Tap P

Knee Blast
Tap →, K

Axe Rallyart
Tap →, →, P

Shoulder Attack
Tap ←, →, P

Brain Burster
Press (P G) (Short)

German Suplex
After a jump kick, press (P G)

Body Slam
Tap →, P (Short)

Giant Swing
Motion ← ↙ ↓ ↘ → P

Double Arm
When the enemy is crouching, press (P K G)

AKIRA YUKI

Hachimon-Kaida
Tap P, P

Kansuitai
Tap P, K

Jouho-Chochu
Tap →, P

Migi-Tankyaku
Tap →, →, K

Renkan-Tai
Tap →, →, K, K

Rimon-Chochu
Tap →, →, P

Moko-Kohazan
Charge ↓, Tap →

Tetuzan-Ko
Tap ←, →, →, (P K)

Doppo-Chositu
Press (K G), then release G while still holding K

Soka-Ho
When the enemy is down, Tap ↘, P

Toshin-Sotai
Press (P G) (Short)

Shini-Ha
Tap ↙, →, P (Short)

Yoshi-Senrin
Tap ↙, →, (P K) (Short)

GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

During our May spring cleaning of the lab, we uncovered a lost tape of Kurt Cobain singing "Feelings," along with the redesigned CD-i player and controller, and some wireless controllers for the 3DO.

Eye on the "i"

In the wake of all the hype over next-generation systems, the **CD-Interactive Player** (CD-i) by **Magnavox** has already reappeared with a new lightweight, compact design.

The CD-i plays music CDs, photo CDs, and, with a Digital Video Cartridge, it plays the latest CD-i movie CDs and full-motion video games.

With 42 games available as of the new year, the CD-i player matches the 3DO's intense sound quality, but its graphics and full-motion video in games like Burn: Cycle and Dragon's Lair surpass the video quality of the 3DO. 3DO, however, will release its own video-enhancement add-ons soon, which will enable 3DO systems to play the same movie CDs as the CD-i.

On the market now for about six months, the CD-i Model 550 is practically portable, weighing in at about eight pounds. It comes complete with the Digital Video Cartridge, two discs (International Tennis Open and Compton's Interactive Encyclopedia), and it's also packed with Philips' new Game Pad (see sidebar "Philips' Game Pad").

The Model 550 is pretty pricey at $500, but the CD-i 450, a lesser model that doesn't include the Digital Video Cartridge or Game Pad, can be picked up for $300. The DV Cartridge is necessary to view CD movies and play games with full-motion video, so you'd need to eventually add it on for the cost of another $250 if you want full functionality.

3DO Remote Control

3DO gamers who prefer to lounge back and play without the restraint of a cord, **Naki-Tek** has a pair of **wireless controllers** for you. Flat-faced and black, these controllers are very similar in design to the Panasonic 3DO controller.

Unfortunately, like the Panasonic controller, they also don't fit comfortably in your hand. Button B, however, is positioned a little higher on the new pads; this staggered layout makes the buttons more accessible.

Going beyond stock features, these controllers are equipped with a cool Turbo setting. The Pad is powered by two AA batteries, and players will find the remote response time excellent. A Sleep mode adds life to your batteries.

The directional-pad diagonal responded sluggishly at times during our gameplay test. As with the stock Panasonic 3DO controllers, you'll improve the diagonal response if you slightly loosen the three screws on the back of the controller behind the directional pad. G

System

CD-Interactive Player Model 550

System: CD-i

Features: Plays full-motion video games, music CDs, photo CDs, and CD-i movie CDs. Two CD-i titles and a Game Pad are included.

Price: $499.99

Available: Now

Contact: Local electronics store or Philips, 800/340-7888

Controller

Wireless 3DO Controllers

System: 3DO

Features: These two wireless 3DO controllers feature good range, a Turbo setting, and a Sleep mode battery saver. However, you may need to doctor the diagonals.

Price: $59.99

Available: Now

Contact: NakiTek, 800/626-6254

Philips' Game Pad

Philips' new **Game Pad** offers considerable design enhancements over the previous CD-i Touch Pad controller. Adding three more feet of cord, this well-sculptured grey beauty with rounded edges is extremely lightweight and comfortable. The directional pad is responsive and feels somewhat like a Genesis controller. For $30, CD-i gamers who are using the old controllers will want to trade up to this model. Contact Philips at 800/340-7888.

BUYERS BEWARE

By The Watch Dog

Grrrrr! And I do mean that in the kindest way possible. Now that all the April fools who don't read my column have parted with their money, we can get down to some more consumer-related business. This month: The mystery behind WWF Raw codes, some Game Genie news, and an update from "GamePro Labs."

Q: After seeing Virtual I/O's PDS Gamer in "GamePro Labs" (December 1994), I thought it might be a reasonable alternative to buying another TV. This is where virtual reality and reality are worlds apart. Not only did the design change to something that resembled a bad sci-fi movie prop, but the list price more than doubled on the base model and more than tripled on the top-of-the-line model. In "Labs," you called $250 "pricey." At $599 and $799, a better word would be "history."

Tim Haak, Oregon, WI

Virtually unreal

A: **A spokesperson from Virtual I/O responds:**
$599 is the list price for I-Glasses, which is a different unit from the one mentioned in the magazine. The PDS Gamer is not yet out of the developmental stage, though Virtual I/O hopes to release it sometime later this year. The PDS Gamer is still expected to retail at around $250.

The Watch Dog notes:
GamePro hasn't reviewed the I-Glasses, but we'll take a look at them in a future "GamePro Labs."

Q: I was planning to buy the Game Genie, but a friend told me that it may erase the memory of saved games. Is this true?

Tsai-Ping Chu, El Paso, TX

Genie (us)!

A: **A representative from Game Genie Technical Support states:**
It's true that some codes will erase the memory of saved games. This problem does not happen with codes from Galoob [the maker of the Game Genie]. A master code is sometimes required (as with Super Metroid) that protects saved games. If a game's memory is ever in jeopardy because of a code, we will notify you in the instruction manual or wherever Galoob-sanctioned codes can be found.

Q: I have Alone in the Dark for the 3DO. When I try to save a game, "Error, Game Not Saved" appears on the screen. When I try to make room for a saved game, it indicates that a game of Alone in the Dark is already saved. But when I try to load the game, the 3DO resets. What should I do?

Shaun Burns, Tucson, AZ

Alone again

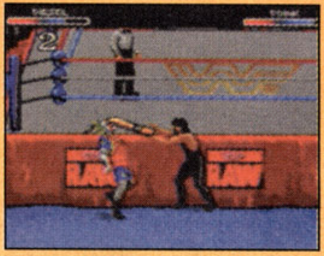
A: **The Watch Dog says:**
It sounds like a recurring problem with the memory unit on the Panasonic 3DO (we've received complaints about this before). Here's what Panasonic says:

Glenn at Panasonic Customer Support states:
There may be a memory problem with the unit. We suggest that you run the Sampler CD that came with your unit. Encoded on the CD is a program that resets the memory, which should clear up any problems you're having.

Q: I just purchased WWF Raw for the Genesis. It's a good game, but none of the Mega Moves are in the manual. When I called Acclaim to ask for the Mega Moves, the company representative said, "We have no idea what the moves are; we haven't received the game yet."

Please keep in mind, Watch Dog, that this was a long-distance call I was paying for. I need answers to my WWF Raw questions.

Christopher Heddy, Cathedral City, CA



A Raw deal

A: **A representative from Acclaim Consumer Services Department states:**
More than two-thirds of the Super Mega Moves for WWF Raw have been given to customers over the Consumer Hotline. There are no plans to release the remaining third.

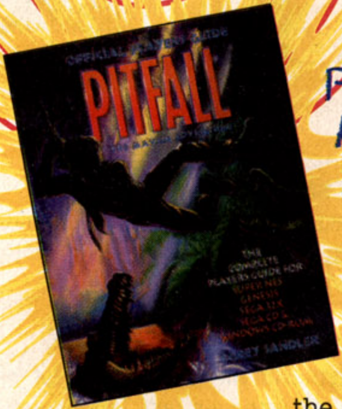
The Watch Dog says:
At *GamePro*, we feel that super or "special" moves are an integral part of any game. Look for a list of WWF Raw super moves in "The Fighter's Edge" on page 119.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at:
buyers_beware.gamepro@iftw.com

GamePro's


Official Players Guide
PITFALL
Corey Sandler

Pitfall: The Mayan Adventure Official Players Guide

By Corey Sandler

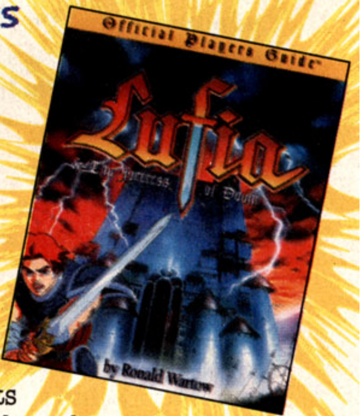
Drop into the jungle with Pitfall! This exclusive full-color Official Players Guide gives you all the level maps and the strategies you'll need to rescue your father, Pitfall Harry, from the spirit of an ancient Mayan warrior, Zakelua, the Lord of Evil. Without this guide, you may never see your father again!

$13.95 Code: BK-332 SNES, Genesis, Sega CD, Sega 32X

Lufia and the Fortress of Doom Official Players Guide

By Ronald Wartow

Don't be left out — this strategy guide is packed with navigation tips and survival essentials to get you through Lufia's complex world. Discover all the winning combat strategies, detailed MonsterWatch tables, and hints to help you defeat the Sinistrals and destroy the Fortress of Doom.

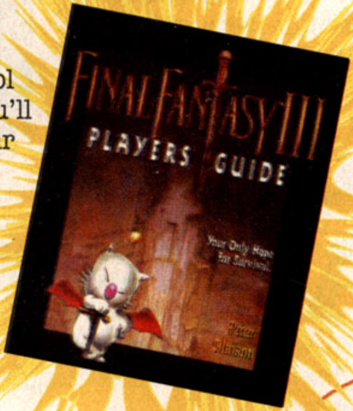

Official Players Guide
Lufia
& The Fortress of Doom
by Ronald Wartow

$9.95 Code: BK-318 SNES

Final Fantasy III Players Guide

By Peter Olafson

This guide is jam-packed with all the clues, hints, and tool and spell charts you'll need to survive your quest across two worlds! Learn how to arm your party members to defeat Emperor Gestahl and Kefka!


FINAL FANTASY III
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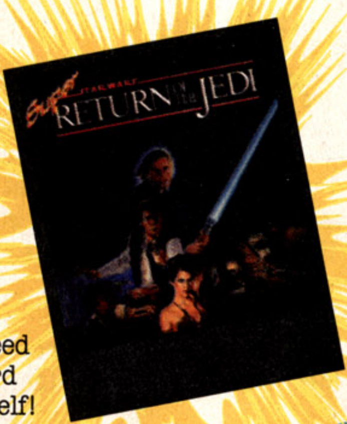
Super Return of the Jedi Official Players Guide

By Tim Rooney

From Jabba's Palace on Tatooine to the mysterious moon of Endor, this guide has all the secret tips and hints you will need to successfully defeat Lord Vader and Emperor himself!


Super
STAR WARS
RETURN of the JEDI

$12.95 Code: BK-328 SNES

SUPER NES
POWER PLAYER
Corey Sandler & LeeAnne McDermott

Super NES Power Players Guide: 1995 Edition

By Corey Sandler & LeeAnne McDermott

Master today's hottest Super Nintendo games with this guide's in-depth game profiles. There are power tips and strategies for Donkey Kong Country, Mortal Kombat II, Super Street Fighter II, The Lion King, NBA Jam, Mighty Morphin' Power Rangers and Earthworm Jim. This one-of-a-kind strategy guide also includes clues and mini-tips for more than 35 of today's leading video games!!

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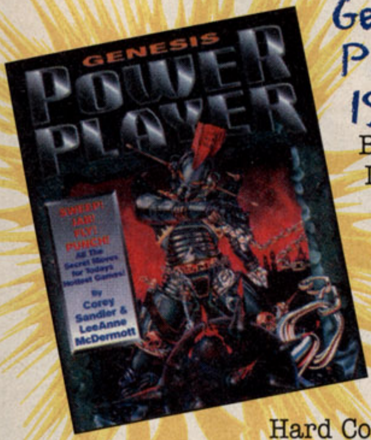
Hot Picks!

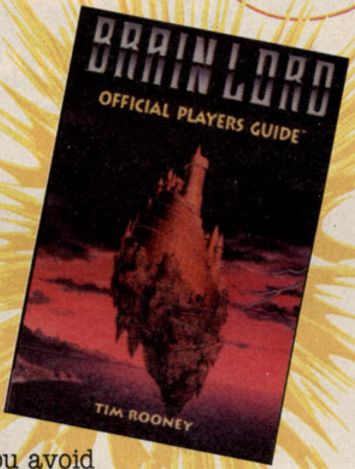


Genesis Power Players Guide: 1995 Edition

By Corey Sandler & LeeAnne McDermott

This guide is packed with strategies and tricks to help you master 17 of the most challenging Genesis games, including tips for Sonic and Knuckles, Contra Hard Corps, Jurassic Park: Rampage Edition, NBA Jam, Mortal Kombat II, Virtua Racing and many more. There's also a Mini-Hints section that gives cheat codes and tips for over 20 additional games!

$12.95 Code: BK-321



Brain Lord Official Players Guide

By Tim Rooney

This strategy guide is loaded with in-depth level maps and hints to help you avoid pitfalls. This Official Players Guide also includes information on what you'll find in treasure chests and has charts detailing every item's attack or defensive power. It's the guide you need to defeat the Demon king and fulfill your destiny as a dragon warrior.

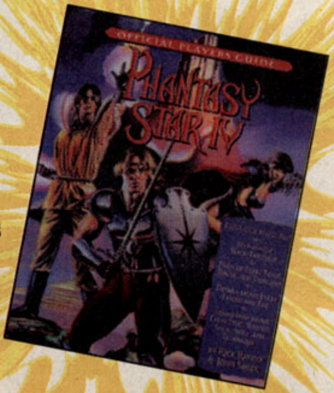
$9.95 Code: BK-305 SNES

Phantasy Star IV Official Players Guide

By John Sauer

Experience the end of the Millennium with this strategy companion to one of the hottest games around! This guide gives you maps of every town, tower and dungeon. It also has detailed information about every friend and foe, weapon and spell, and skill and technique. Put this guide in your adventurer's pack to guarantee victory over Dark Force and Profound Darkness.

$12.95 Code: BK-329 Sega Genesis



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9505GP

ComixZone

Genesis

ComixZone, a hot Sega cart that blends original gameplay with a comic-book look, could be one of the year's most innovative games. You play as Sketch Turner, a 19-year-old who created a successful strip called *ComixZone.* Lightning strikes one night, and Mortus, the villain in *ComixZone*, escapes from the comic and warps Sketch into it. To stay in the real world, Mortus has to eliminate Sketch, so you must keep Sketch alive and maneuver him safely through the comic.

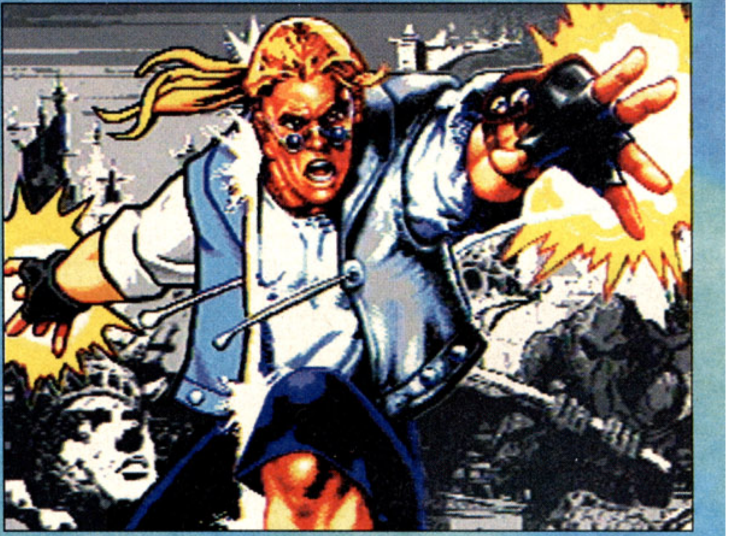
You'll notice ComixZone's sizzling graphics right away. Lots of games have been based on comic books, but this is the first one that attempts to genuinely imitate the look and feel of a real comic. Using a newly patented gameplay design, ComixZone puts Sketch right into the hand-drawn pages.

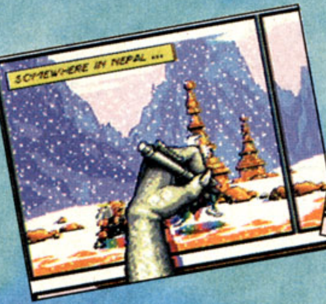
Each of Zone's six levels is a page in an issue of *ComixZone.* You'll need both your brain and your brawn to pass through the panels on each page. You must destroy all the enemies on each panel or solve a puzzle before you can continue to the next panel. All panels have to be cleared before you can move to the next page.

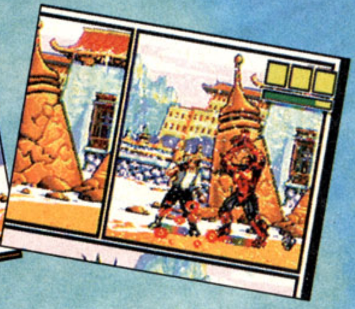
As you drop from panel to panel in this side-view, one-player game, Mortus's hand appears and quickly draws in his henchmen – a crew of mutant humanoid aliens. Fortunately, Sketch is not on his own. He'll get some serious help from Roadkill, his pet rat, and General Alissa Cyan, a character in *ComixZone.*

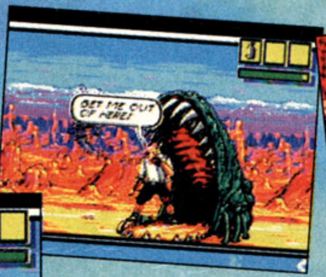
In light of the scarcity of great 16-bit games, ComixZone should be a great Comix relief.

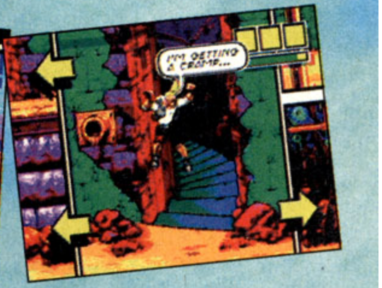
By Sega
Available Spring '95

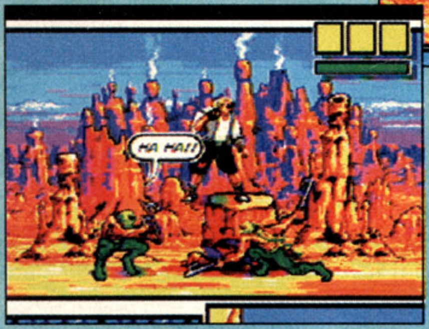


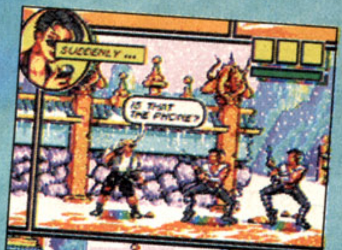

SOMEWHERE IN NEPAL ...

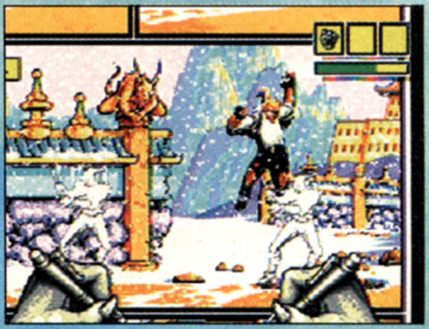


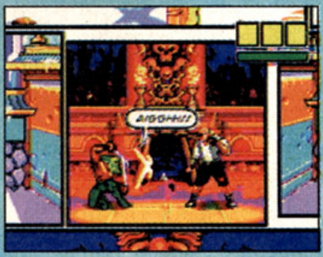


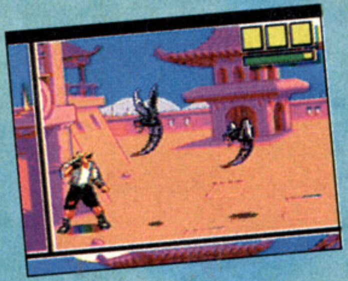


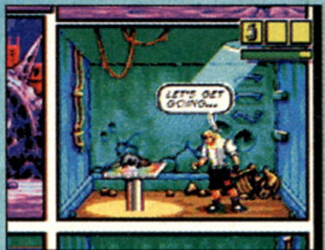


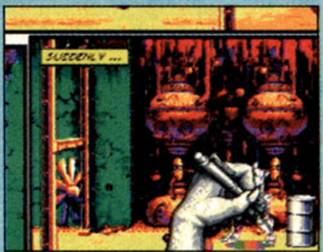


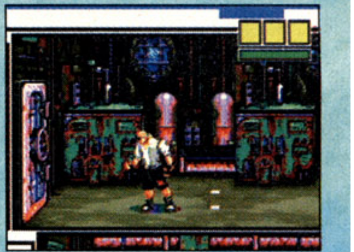


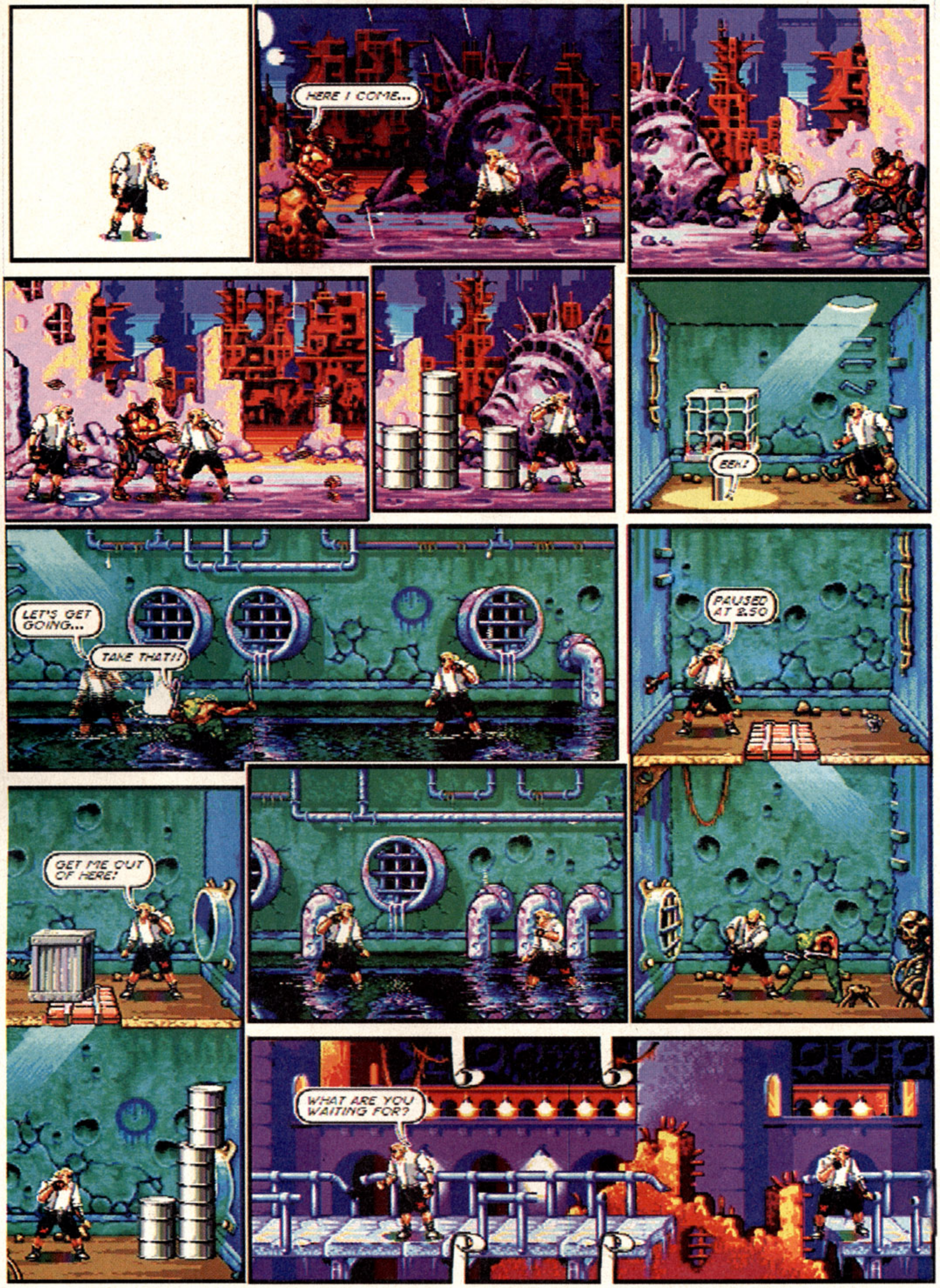








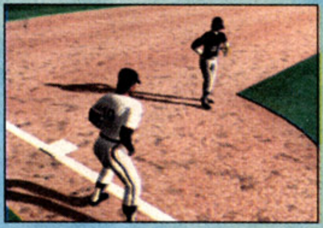
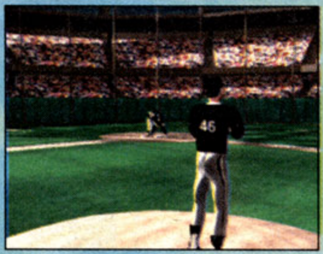
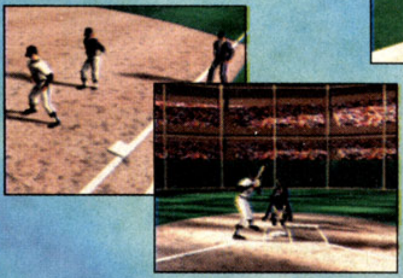



HERE I COME...
EEK!
LET'S GET GOING...
TAKE THAT!!
PAUSED AT 2.50
GET ME OUT OF HERE!
WHAT ARE YOU WAITING FOR?

3D Baseball '95 **Saturn**

This MLBPA-licensed baseball game, the first in Crystal Dynamics' Championship sports line, boasts real players and stats, authentic baseball action and stadiums, and commentary by Van Earl Wright. To imbue the polygon players with realistic motion and a 3D look, Crystal Dynamics used a new animation process called Real Motion Control to capture hundreds of live-action player moves. To add even more realism, the photorealistic 3D stadiums were modeled using Silicon Graphics workstations.

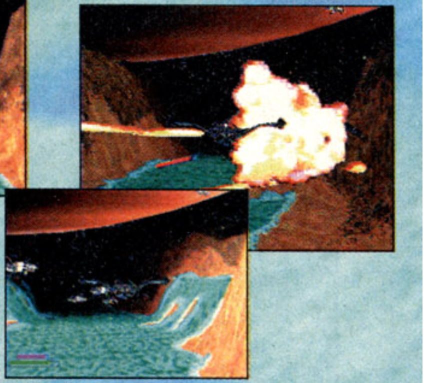
By Crystal Dynamics
Available Second Quarter '95

Solar Eclipse **Saturn**

This Saturn shooter features 3D graphics with full-motion video. Survival means battling across a texture-mapped 3D environment that includes caverns, planet surfaces, space, and asteroid fields. More than 40 minutes of full-motion video are woven into the action via com-link communications. The game stars Claudia Christian from the TV series *Babylon 5*.

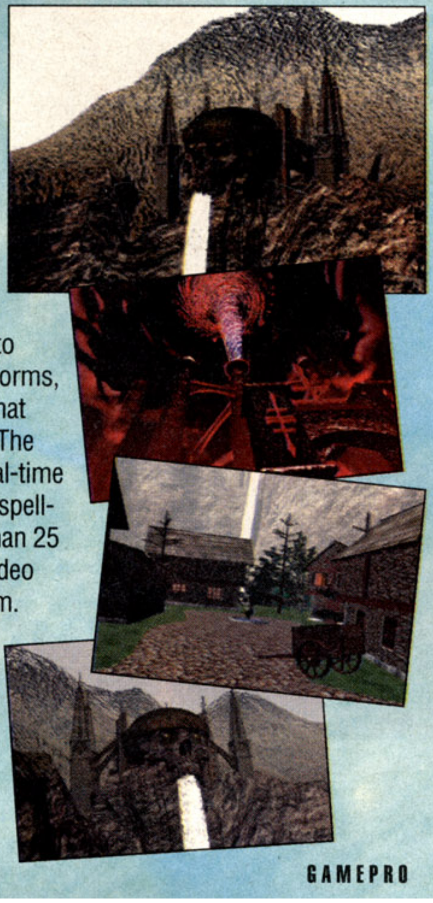
By Crystal Dynamics
Available Summer '95



Legacy of Kain – Blood Omen **Saturn**

Voyage through the dark side in this quest with a gothic horror twist. As Kain, a reluctant vampire, you must feed on blood to maintain your health while you seek vengeance in the strange world of Nosgoth. During your quest, you can morph into vampire, wolf, and mist forms, depending on the skills that circumstances demand. The action is enhanced by real-time arcade-style sword- and spell-slinging combat. More than 25 minutes of full-motion video and voiceover add realism.

By Crystal Dynamics
Available Fall '95



Dragons of the Square Table **Saturn**

This strange graphic misadventure takes Camelot-style King Arthur action and gives it a warped Monty Python-esque twist – courtesy of Terry Jones, *Monty Python's Flying Circus* cast member and director of *The Life of Bryan*. As Flicker, a brave young dragon, inventor, and squire-in-training, you must navigate through a bizarre world called Cavelot and try to complete a series of strange quests against bumbling humans.

The gameplay includes arcade action in events like Dragon Thumb Wrestling and CAT-a-pult, plus lots of wacky objects and odd puzzles to solve. The graphics include more than 3000 frames of animation for a smooth, cartoon-quality look. Fifteen hours of character voiceovers support the action.

By Crystal Dynamics
Available Fall '95

Primal Rage

Genesis **Super NES** **32X CD** **Saturn** **3DO** **Jaguar CD** **Game Boy** **Game Gear**

Last month, we gave you a first peek at Primal Rage for the home systems. We know you're impatient for info on what's going to be one of the top games this summer, so here's a progress report.

Time Warner's (TW) goal is to make all the home versions as close as possible to the arcade original. Although the handheld carts will obviously be graphically limited, the early versions have good detail, large sprites, and smooth gameplay mechanics.

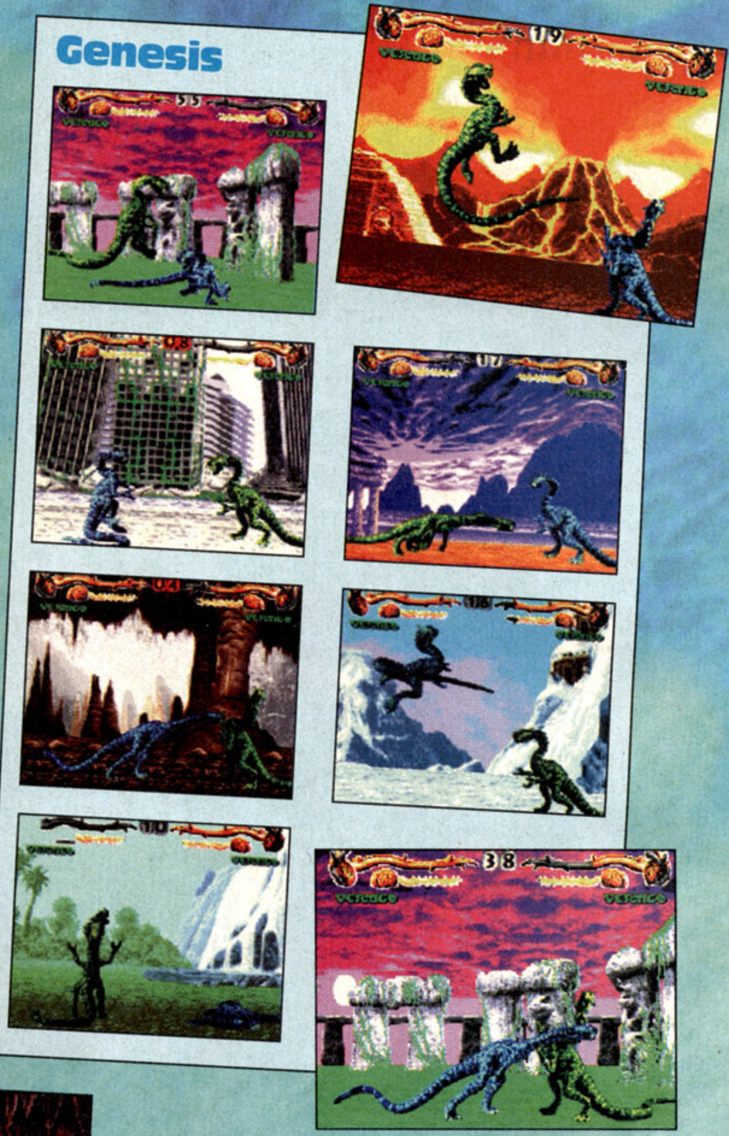
The 16-bit versions will have two-player head-to-head fighting action with all seven original dino fighters (Sauron, Diablo, Armadon, Talon, Vertigo, Blizzard, and Chaos). The early versions look great, especially the graphics on the SNES version. TW promises to include virtually all the popular moves, combos, and finishing sequences. Wonder if that'll include Chaos's handy use of his bodily functions? We'll keep you informed....

By Time Warner Interactive

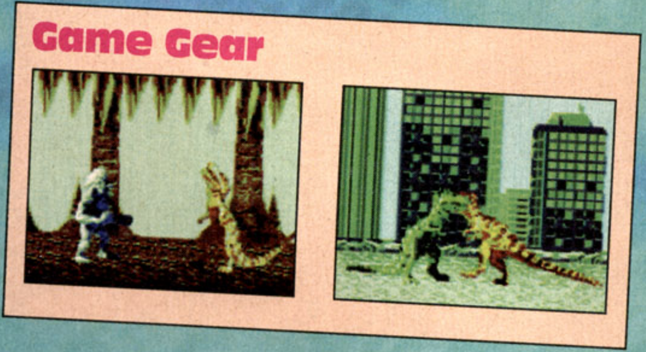
Genesis, Super NES, Game Boy, and Game Gear Available August

32X CD, Saturn, 3DO, and Jaguar CD Available November

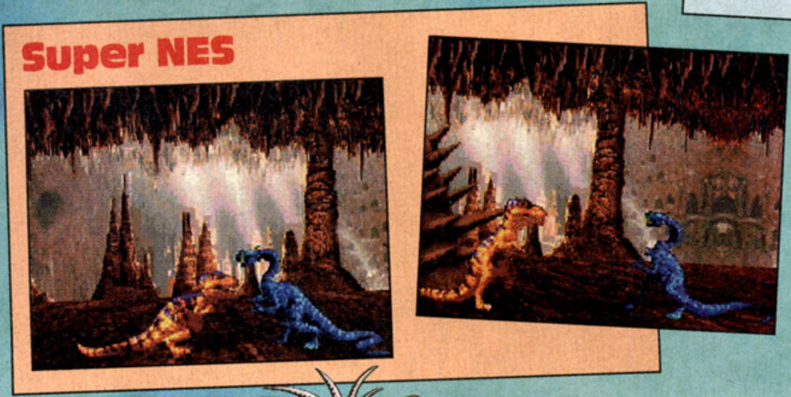
Genesis

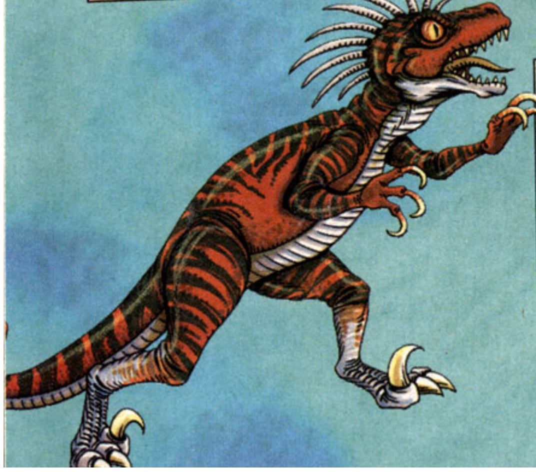


Game Gear

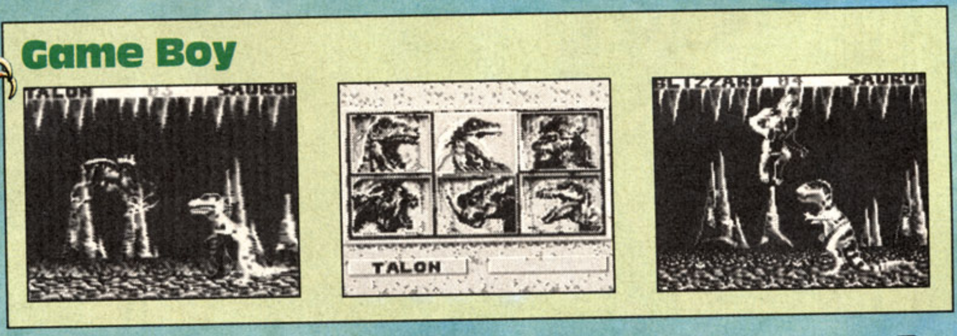


Super NES





Game Boy



Chaotix **32X**

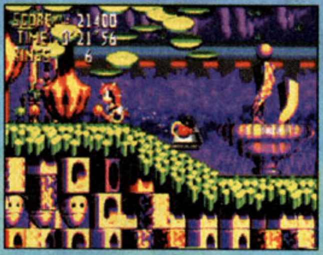
In Sonic the Hedgehog's first speedy adventure for the 32X, one or two players (in a cooperative game) zip across the landscape at Sonic speeds even higher than normal. It seems Doc Robotnik has invaded Sonic's theme park, and the little critters have to give the bad doctor the heave-ho.

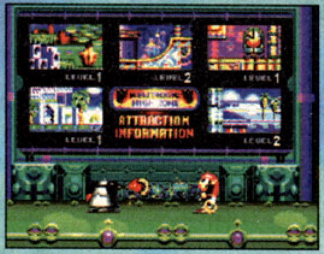
The cast of characters stars the ever-popular Knuckles, plus a bunch of new animals like Vector Crocodile, Mighty the Armadillo, Charmee Bee, and Espio the Chameleon.

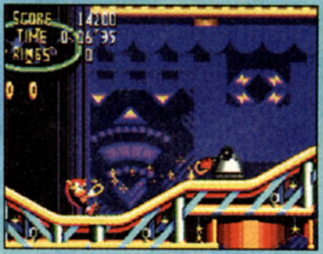
The action/adventure gameplay rocks with some old, familiar Sonic touches, but you'll find a lot of new stuff, too. The graphics appear to be more 3D in appearance than those in previous Sonic adventures, and there are other surprises – like a huge metal Sonic!

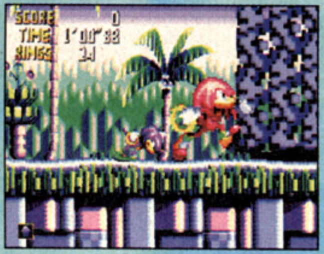
Chaotix offers more than 25 rounds, including five gigantic 3D levels, some towering vertical levels, three types of bonus rounds, and lots of hidden secrets.

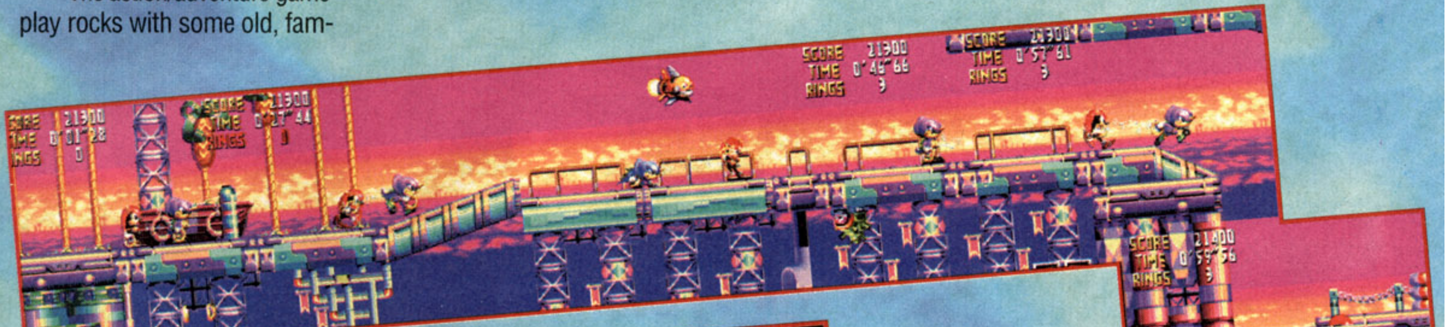
By Sega
Available Spring '95

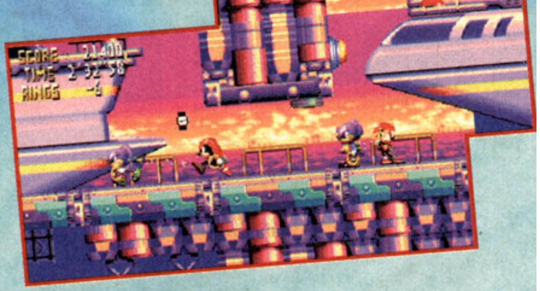

SCORE 21400
TIME 0'21"56
RINGS 6

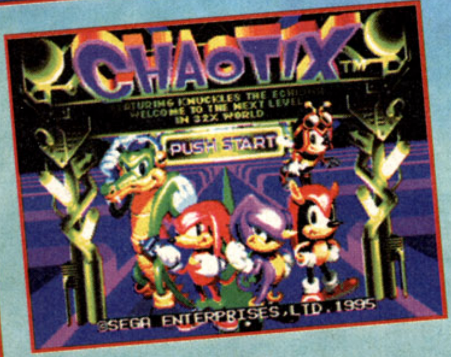

ATTRACTION INFORMATION

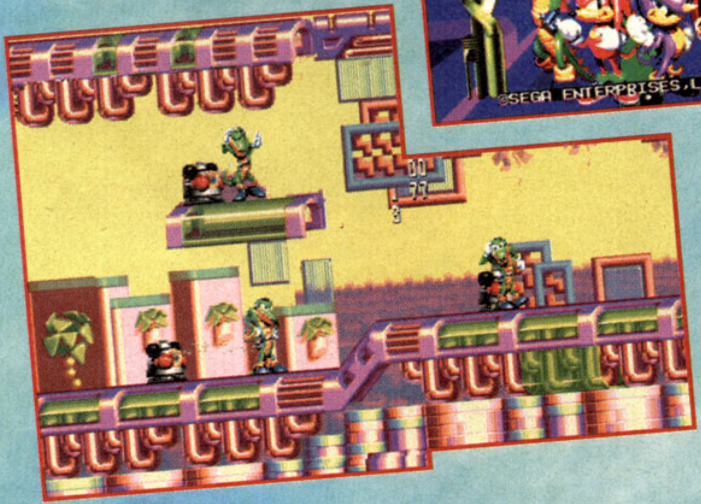

SCORE 14200
RINGS 0

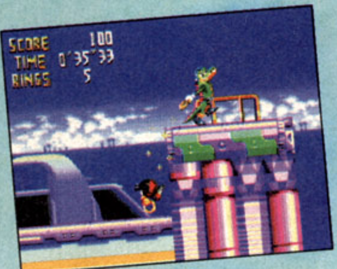

SCORE 0
TIME 1'00"88
RINGS 24

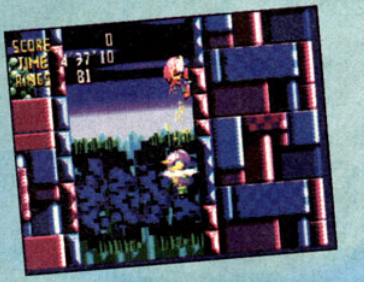

SCORE 21300
TIME 0'46"66
RINGS 3
SCORE 21300
TIME 0'57"81
RINGS 3

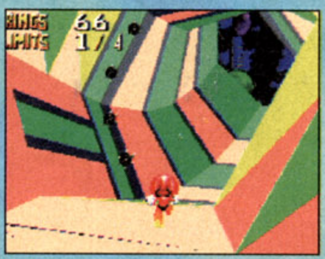

SCORE 21400
TIME 2'32"58

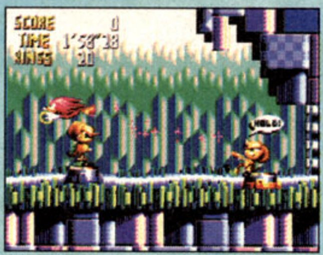

CHAOTIX TM
PUSH START
©SEGA ENTERPRISES,LTD.1995

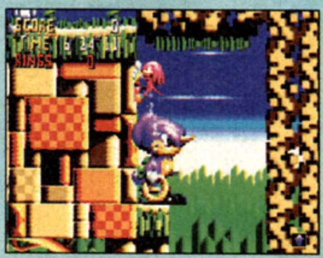


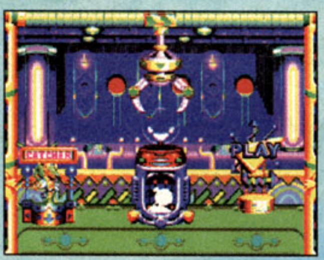

SCORE 100
TIME 0'35"33
RINGS 5


SCORE 0
RINGS 81


RINGS 66
LIMITS 1/4


SCORE 0
TIME 1'58"28
RINGS 20



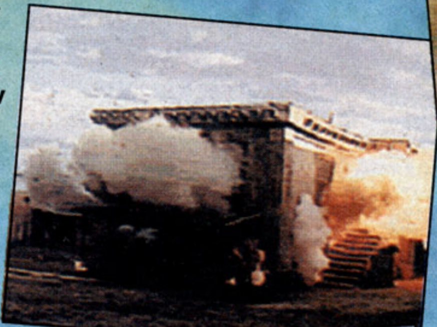

CATCHER
PLAY

Mad Dog II: The Lost Gold

Sega CD **3DO**

This one- or two-player game uses live actors and full-motion video to bring the first-person arcade shooter to life. You're a cowboy in the Old West, hunting down Mad Dog and his band of renegades to beat them to the punch in the hunt for gold treasure. The interactive gameplay includes scenes in a moving wagon train and a climactic final showdown with Mad Dog. The gameplay is designed to change depending on the decisions the player makes.

By American Laser Games
Available Now

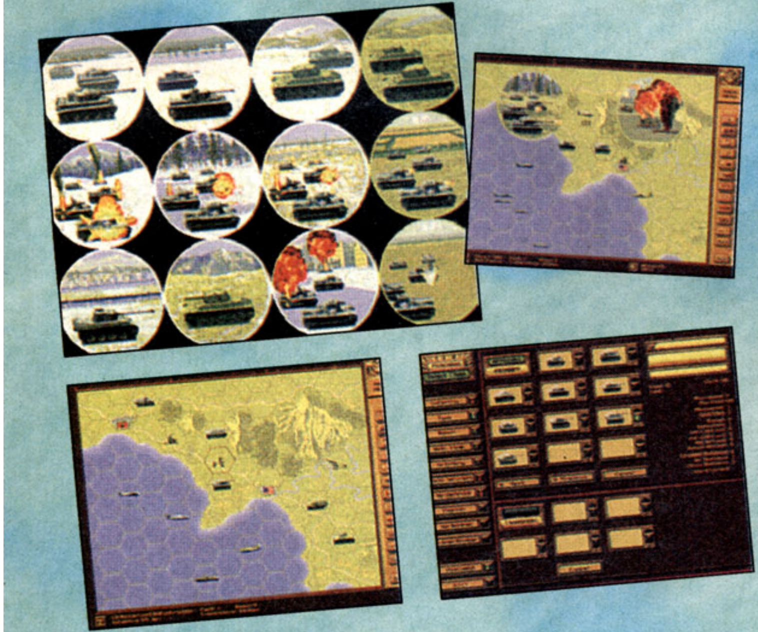


Panzer General

3DO

In this World War II strategy war game, it's 1939, and you're a German general. Fresh from conquering Poland, it's your job to command more than 350 types of troop units and vehicles in order to conquer the rest of Europe. The visuals incorporate actual World War II combat photography and footage, highlighted by CD-quality sound and explosive sound effects. There are also 35 individual scenarios playable from either the Allied or Axis side.

By SSI
Available April

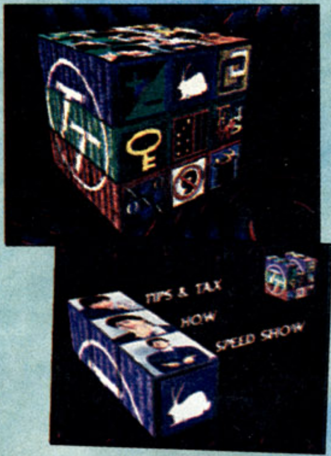


Mathemagics

3DO

Remember the Rubik's Cube? This game's somewhat similar. Mathemagics uses the simple systems of math wizard Arthur Benjamin to solve complex math problems. Math? Fun? Sure! The Learning Cube interface and the game's unusual 3D graphics make it better than algebra class any day!

By L3 Interactive
Available Now

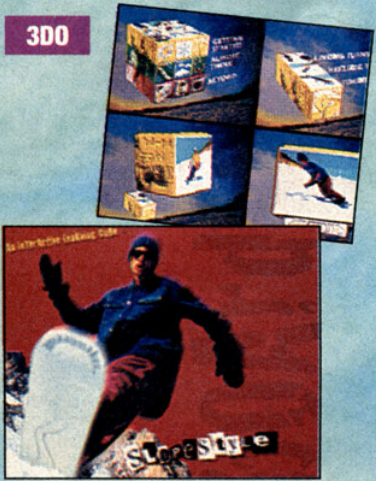


Slopestyle

3DO

L3's interactive Learning Cube also appears in its first interactive sports disc. The CD includes 27 comprehensive lessons for beginning and intermediate snowboarders, plus more than 50 minutes of radical snowboarding video footage. A gnarly soundtrack stars the likes of Jawbreaker, Glue Gun, and Wool and Inch.

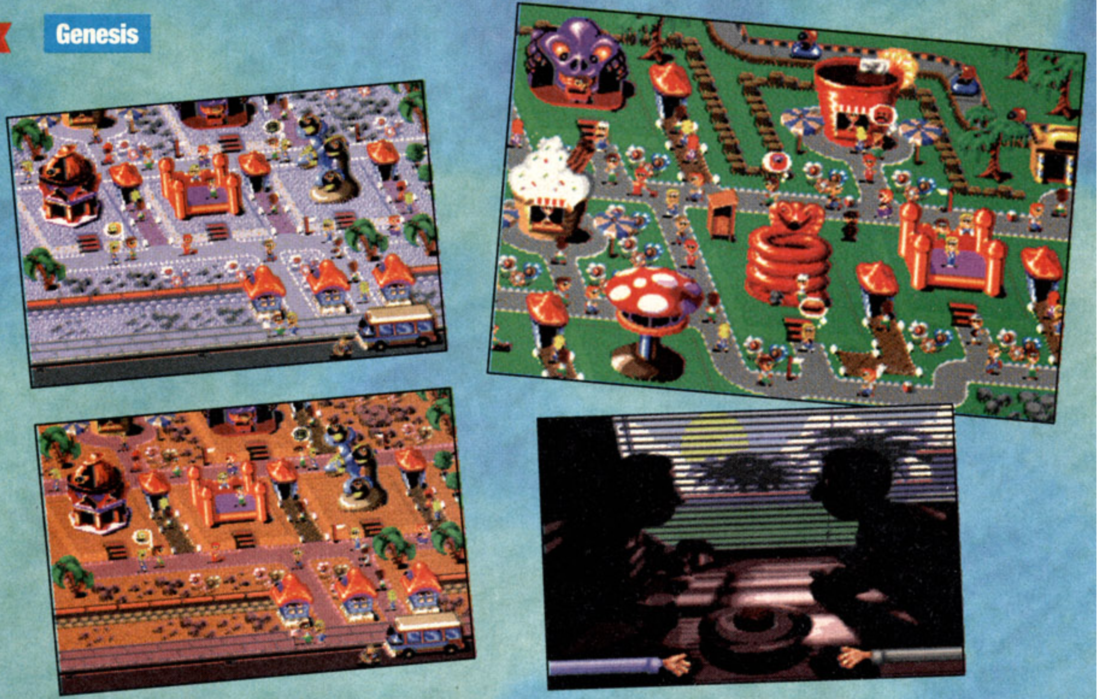
By L3 Interactive
Available Now



Theme Park **Genesis**

Love the Boardwalk, Cedar Point, and Great America? How'd you like to create your very own amusement park? In SimCity-style simulation action, this port of a popular PC game lets you design your own theme park – but you have to create one that's more profitable than your competitors' parks. You must also resist takeover attempts, plan rides, position food stands, organize security, lay out paths, and choose sideshow entertainment. Next stop…GamePro Land!

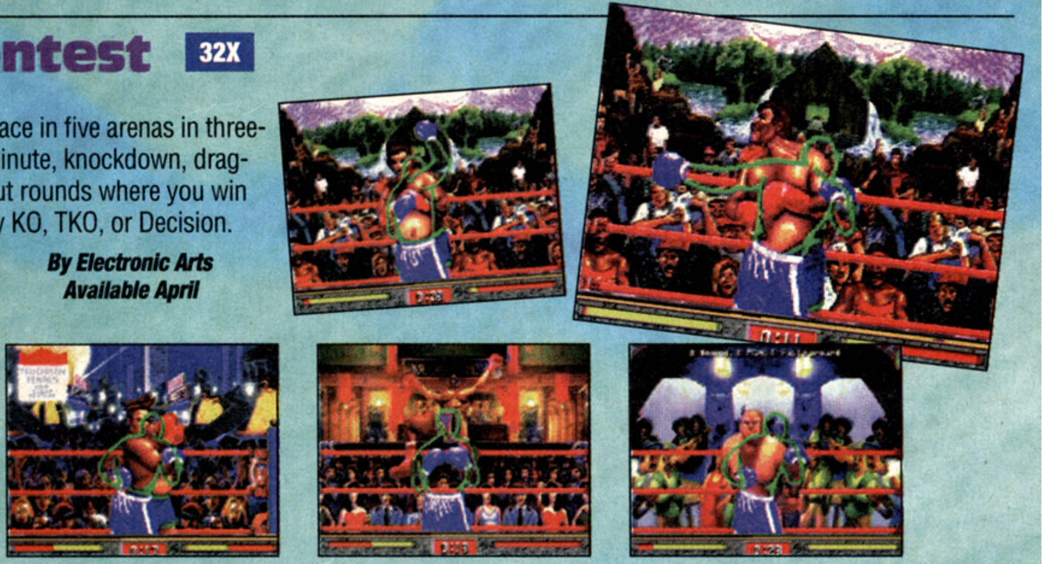
By Electronic Arts
Available May



Toughman Contest **32X**

Based on the real-life Toughman Contest, this cart puts you smack in the middle of the famous fighting tournament as a competitor with opponents from around the world. In head-to-head competition against up to seven players or the CPU, you try to defeat all other competitors to become the Toughman champion. Each of the 24 fighters has a unique fighting style and three special punches. The action takes place in five arenas in three-minute, knockdown, drag-out rounds where you win by KO, TKO, or Decision.

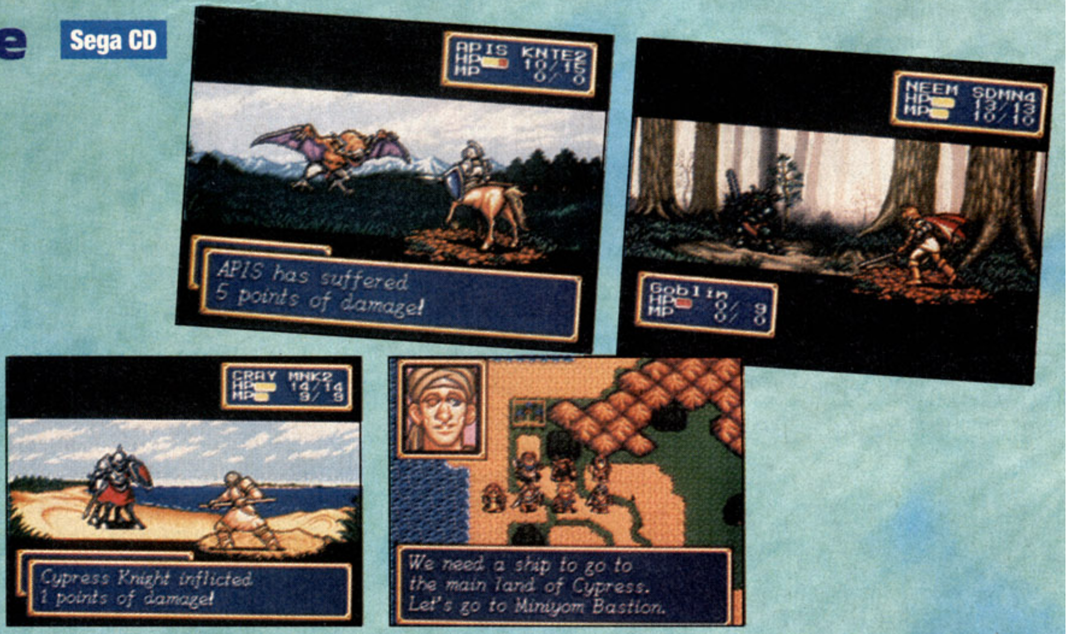
By Electronic Arts
Available April



Shining Force **Sega CD**

The popular Genesis RPG series comes to the Sega CD with completely new levels. As Prince Nick of Cypress, you battle King Iom and his invading army. In standard RPG action combined with action/adventure sequences, you search the land for clues and surprises, including more than 18 characters. Enhanced graphics, sound, and animated sequences round out this upgrade.

By Sega
Available Now

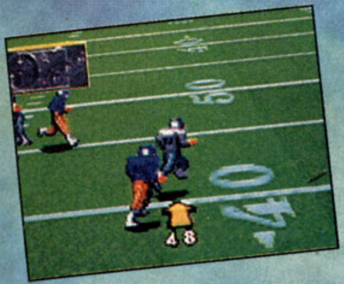


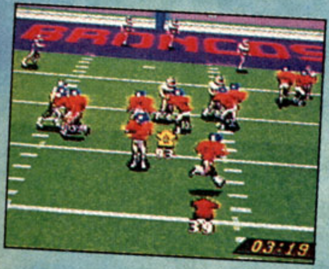
APIS has suffered
5 points of damage!

Cypress Knight inflicted
1 points of damage!

We need a ship to go to
the main land of Cypress.
Let's go to Miniyom Bastion.

NFL Quarterback Club **32X**



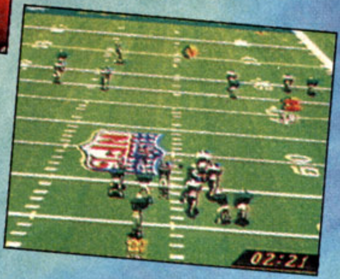

BRONCOS
03:19

The 32X gets its first dose of tough gridiron action with this enhanced version of Acclaim's NFL Quarterback Club series.

This 32-meg version includes a view that displays 80 yards of field at all times, an updated player roster with '94 season stats, three viewer perspectives (normal, zoom, and blimp), and an advanced instant-replay feature. Beautifully digitized and animated graphics utilize 32,000 colors, and a tough CPU opponent calls new offensive and defensive plays.

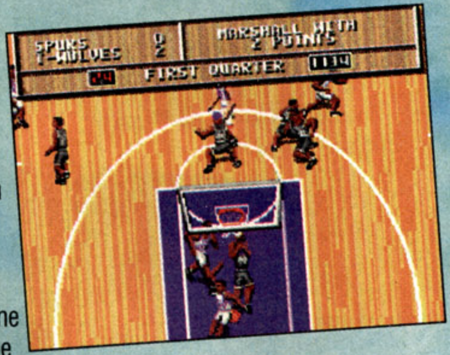
NFL QUARTERBACK CLUB
GAME STATS

By Acclaim
Available Spring '95



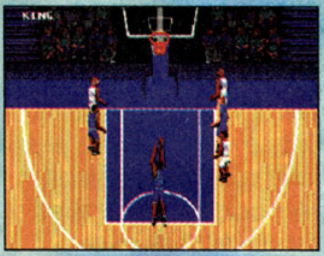
NBA Action '95 Starring David Robinson **Genesis**

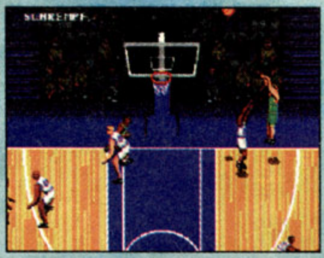
This 16-meg one- or two-player update of Sega's hoops cart includes all 27 NBA teams, real players, and the '94–'95 NBA rosters and schedule. You can trade players and create your own top pro team, which can include stars from a roster of Hall of Fame greats. Marv Albert calls the plays for Full Season, Playoffs, and NBA Finals competition.

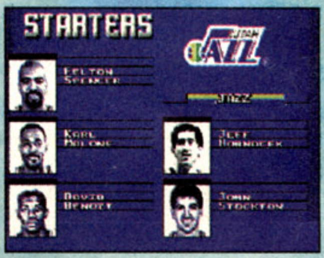

SPURS 0
T-WOLVES 2
MARSHALL WITH
2 POINTS
:24
FIRST QUARTER
11:34

By Sega
Available Now

NBA ACTION '95






STARTERS
UTAH JAZZ
FELTON SPENCER
JAZZ
KARL MALONE
JEFF HORNACEK
DAVID BENOIT
JOHN STOCKTON

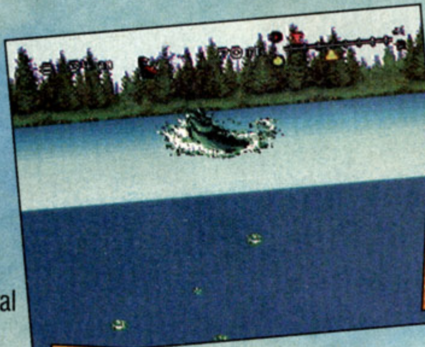
Bass Masters Classic

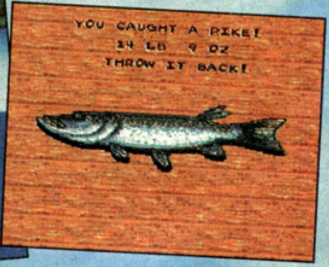
Genesis **Super NES**

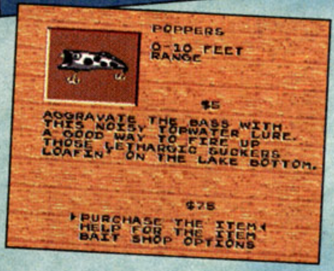
Go fish! Sure, you laugh, but the bass fishing games just keep reeling in the bucks. A small band of devoted fans love these carts that, with the assistance of the Bass Anglers Sportsman Society, show off authentic fishing action.

This one-player cart includes five lakes, a Practice pond, a wide selection of bait (like worms and grubs), natural obstacles, variable water temperature and time of day, tournament sponsors like Evinrude, and, believe it or not, Mode 7 underwater effects to simulate realistic fish movement.

By T•HQ
Available Second Quarter '95




YOU CAUGHT A PIKE!
14 LB 9 OZ
THROW IT BACK!



POPPERS

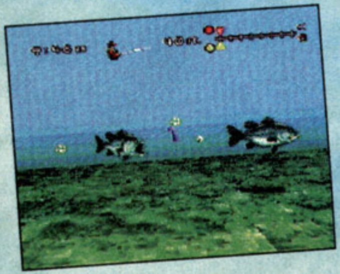
0-10 FEET
RANGE

$5

AGGRAVATE THE BASS WITH THIS NOISY TOPWATER LURE. A GOOD WAY TO FIRE UP THOSE LETHARGIC SUCKERS LOAFIN' ON THE LAKE BOTTOM.

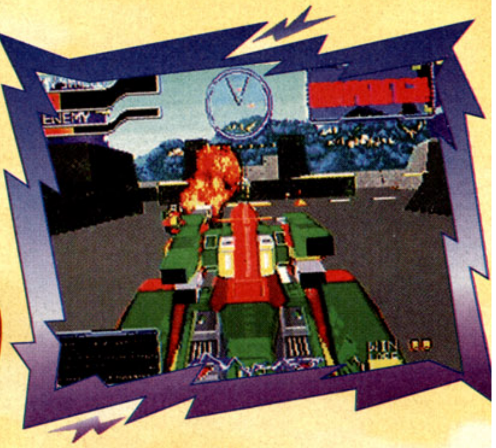
$75

▸PURCHASE THE ITEM◂
HELP FOR THE ITEM
BAIT SHOP OPTIONS



PlayStation Preview

Cyber Sled



By Atomic Dawg

Namco is really mining its great library of arcade games for the PlayStation. Cyber Sled, a rip-roarin' futuristic tank game in the arcades, helps lead a PlayStation charge on home systems.

Cyber Clash

The Cyber Sled armada consists of six sci-fi tanks, each with its own pilot. The tanks hunt each other across a weirdly colored geometric landscape dominated by massive plateaus.

You can drive the war machines from a first-person cockpit view or a behind-the-sled look. The arsenal is pretty basic, consisting of shields, lasers, and homing missiles that you must recharge by finding icons scattered across the battlefield.

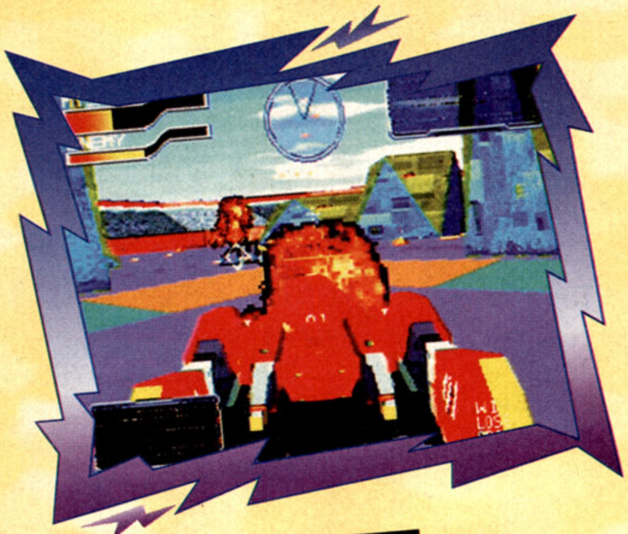
You'll get a charge from the sensation of being the hunter – and the hunted; you never know what's lurking around the next corner. The Sleds' excellent controls enable forward and backward movement, and you can spin the turret 360 degrees for widespread wanton destruction. Cyber Sled also supports Namco's new NeoCon controller, which features a unique twisting body that enables you to make quick turns in vehicle games.

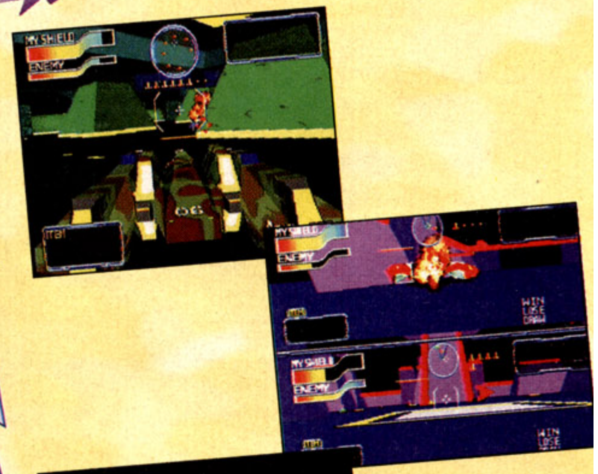
Two-player games can be a major gas. The fighting's fast and frenzied as you chase each other in split-screen mode under a time limit. You get your choice of four selectable mazes; each vehicle can travel independently anywhere in each maze.

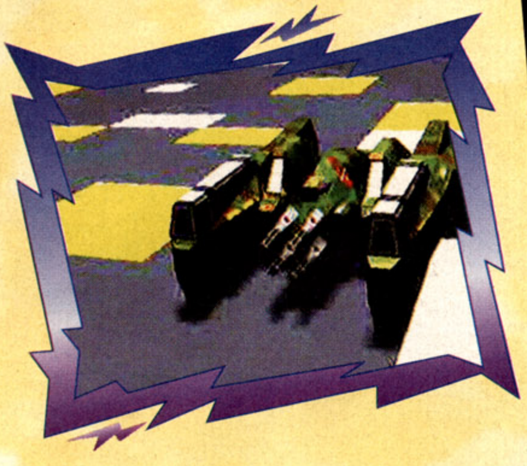
Better Sled Than Dead

Cyber Sled's a game that's playable in any language. If you're thinking seriously about a PlayStation, this heavy-hitting game could tip the scale.

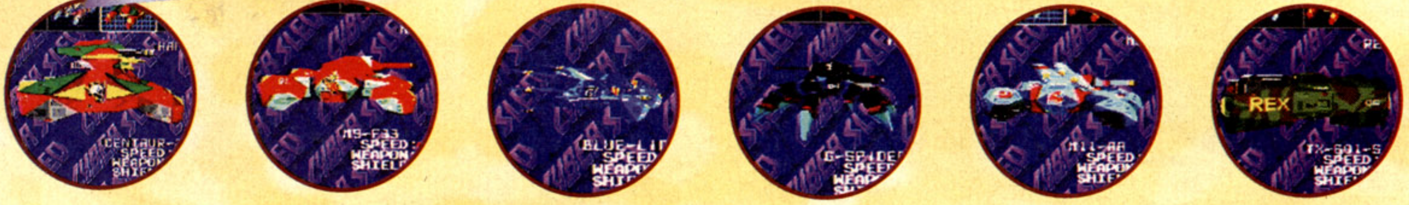
By Namco
Available Now


ENEMY
WIN
LOSE


MY SHIELD
ENEMY
MY SHIELD
ENEMY
WIN
LOSE
DRAW
MY SHIELD
ENEMY
WIN
LOSE



CYBER SLEDS!

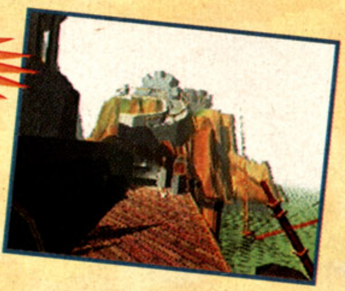
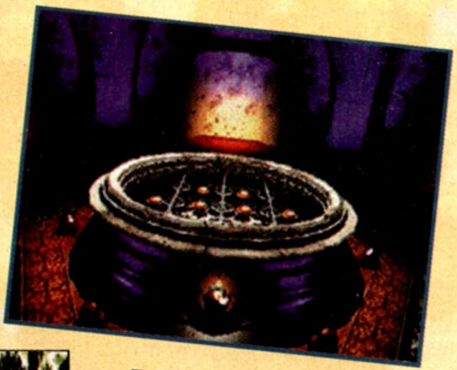
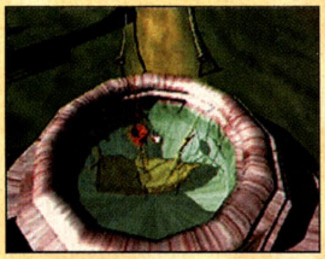
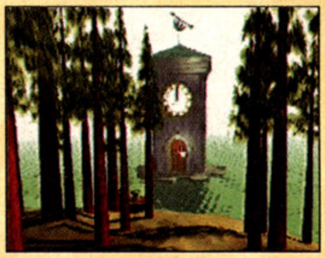
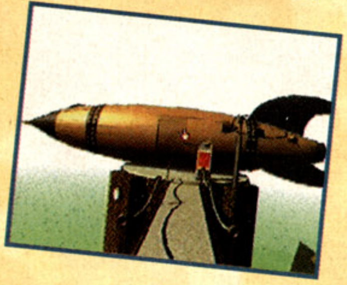
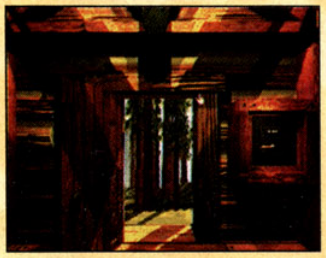
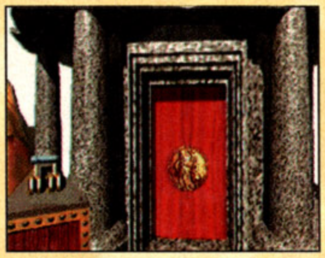

CENTAUR
SPEED
WEAPON
SHIELD
SPEED
WEAPON
SHIELD
BLUE-LI
SPEED
WEAPON
G-SPIDE
SPEED
SPEED
WEAPON
SHIELD
REX
SPEED
WEAPON
SHIELD

MYST

Japanese gamers get to try their hand at this great interactive adventure game ported directly from the PC classic. The quest takes you on a first-person jaunt across mysterious Myst Island to find the mystical Ages of Myst.

Mystic travelers will interact with myriad weird devices and machines under the guidance of charts and journals just like in the computer game. Don't even think about this version unless you're fluent in Japanese.

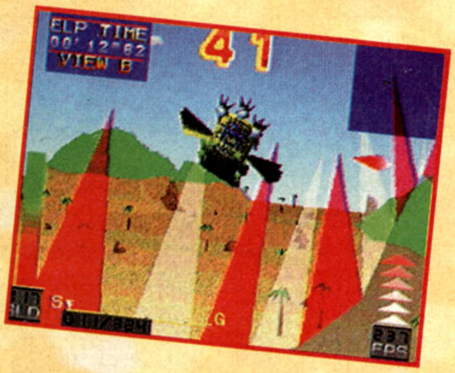
By Soft Bank
Available Now

Cosmic Racer

Cosmic Racer is a cartoonlike racing game that takes place in outer space with five alien characters careening across four rough-and-tumble stages in futuristic vehicles. The game's brightly colored 'toon look and bouncy feel make it most likely to appeal to younger drivers. The vehicles include a mechwarrior, a futuristic motorcycle, a weird helicopter, a supersonic roadster, and....well, see for yourself!

By Neorex
Available Now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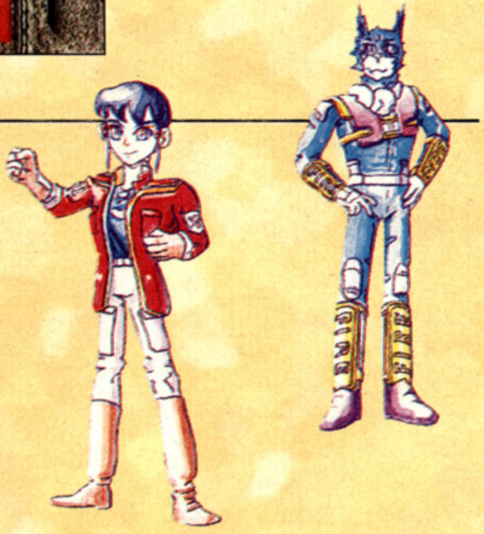
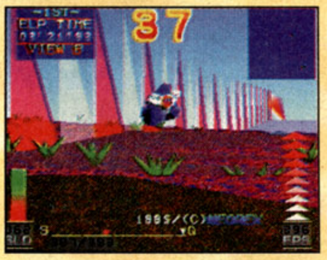
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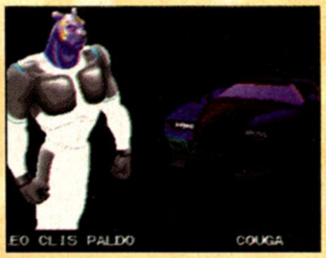
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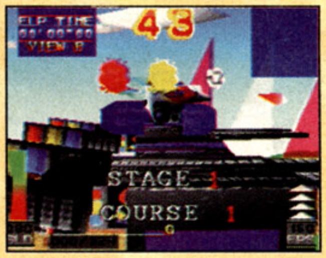
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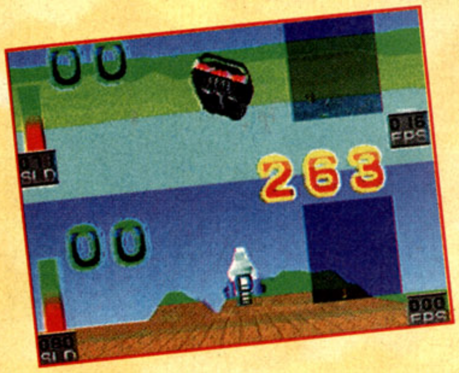
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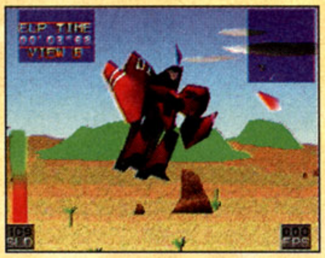

ELP TIME
VIEW B

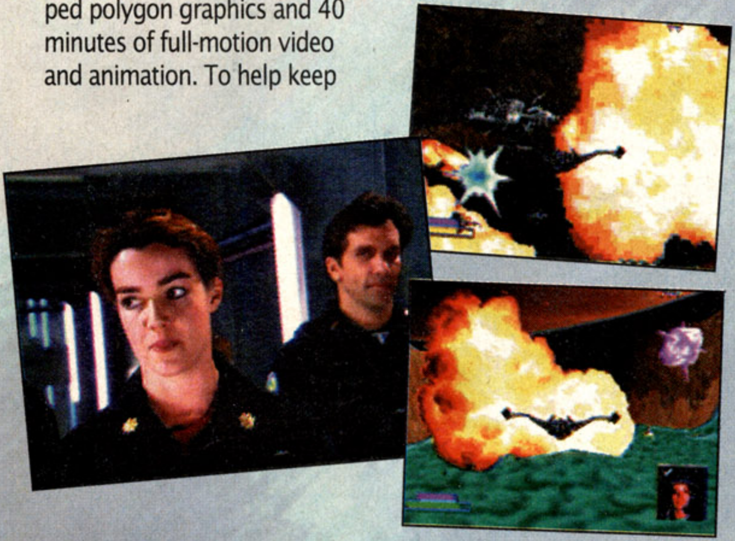
COSMIC RACE
1995/(C)NEOREX

SATURN Previews

Solar Eclipse

If you like sunshine, you'd better get your shades ready to defend good old Sol in this 3D Saturn shooter. You'll fight an alien fleet from first-person cockpit view. The brutal missions will send you hurtling through caverns, along planet surfaces, through space, and into asteroid fields. The visuals will be jazzed by texture-mapped polygon graphics and 40 minutes of full-motion video and animation. To help keep you on track during the missions, you'll stay in video comlink communications with Claudia Christian, star of the TV show *Babylon 5*, here in the U.S.

By Crystal Dynamics
Available Summer '95

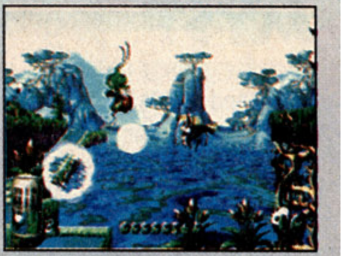


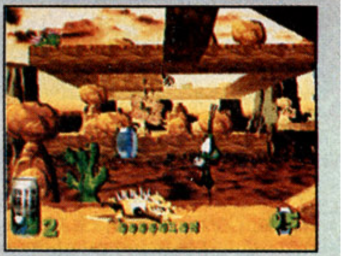
Bug!

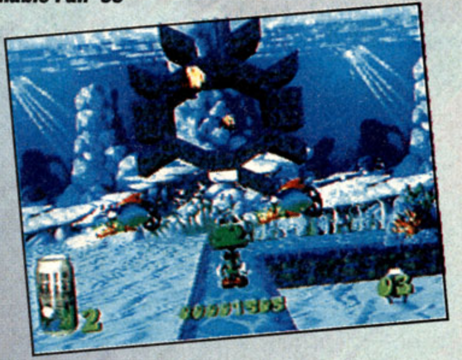
Bug...a simple-sounding name for a simple-sounding game. But there will be nothing simple about the wild, wacky graphics of this platform-action CD.

Bug must rescue his segmented pals from the evil spider queen, Cadavera, before she eats them for lunch. The views will swing from side view to behind-the-bug perspectives as the buggy hero tries to hop-n-bop a weird menagerie of evil insect foes.

By Sega
Available Fall '95





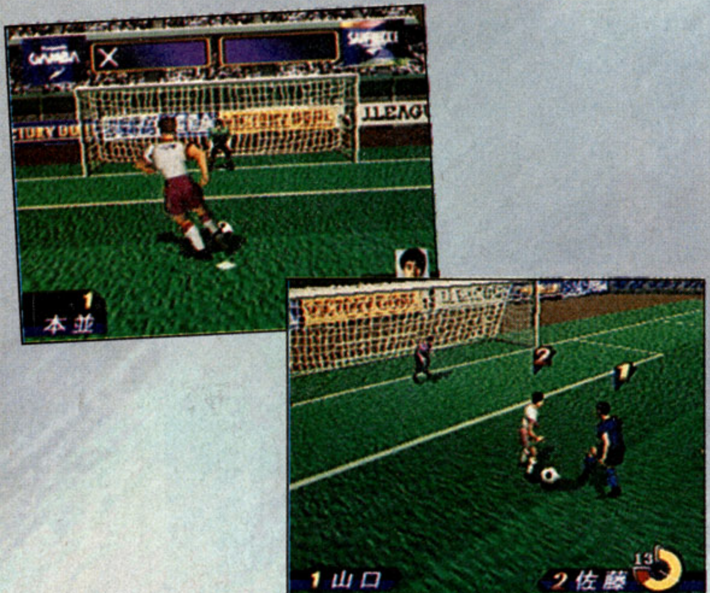


International Victory Goal

Virtua Fighter was good for a few kicks, but soon you'll be able to swing some texture-mapped 3D feet big time in international soccer arenas.

You'll be able to set up offensive and defensive strategies and control every player on the field from multiple camera views. This disc will support multiple-player games, head-to-head matchups, tournaments, and league action.

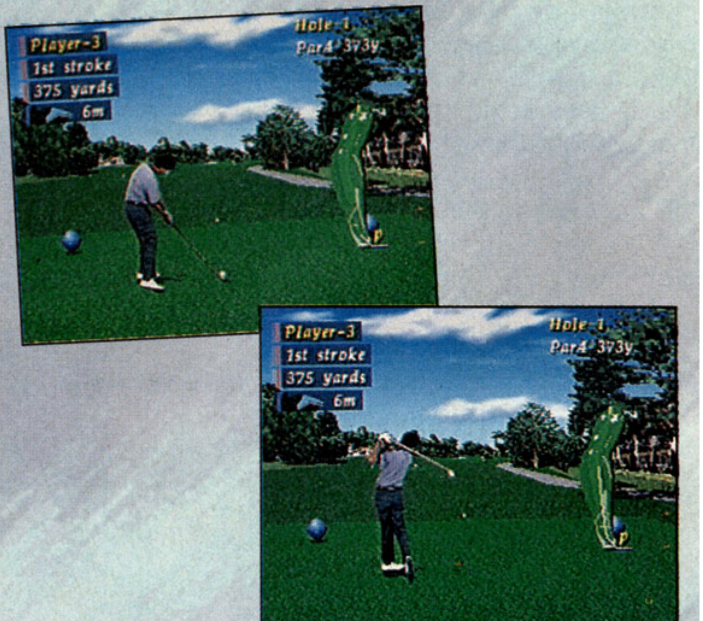
By Sega
Available Summer '95



Pebble Beach Golf Links

The world-renowned golf course is coming to the Saturn. This disc, based on the 3DO game of the same name by T&E Soft, features the actual 18 holes of this gorgeous course. You'll play Match, Tournament, and Skins games with pros digitized from real-life characters, so now you can replay the AT&T. If only Bill Murray could make a cameo!

By Sega
Available Summer '95



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PRONEWS

Ultra 64 "Dream Team"

Nintendo is fielding what it calls its "dream team" for the **Ultra 64**. The company held a conference for gamers on CompuServe with Nintendo execs Minoru Arakawa, Howard Lincoln, and Peter Main. During the session, which was billed as Three Men and a Modem, Part Deux, the trio announced that long-time computer-game publisher Sierra On-Line will develop games for the Ultra 64.

Angel Studios created fabulous computer-rendered 3D imagery for Peter Gabriel's music video Kiss That Frog. Next up, the Ultra 64.

Sierra's first effort will be Red Baron, a 3D World War I flying combat game that's already a hit on PCs and the Imagination Network online service.

GameTek and Angel Studios are also suiting up. GameTek's first product, Robotech, will feature real-time 3D character animation. Angel Studios, a newcomer to the game industry, is an award-winning virtual-reality and 3D graphics developer. If you've seen the movie *The Lawnmower Man* or Peter Gabriel's music video *Kiss That Frog*, you've seen Angel's work. Angel Studios is working on its new game with a group that includes Shigeru Miyamoto, creator of Super Mario and Donkey Kong games.

Tiger Growls With Sega

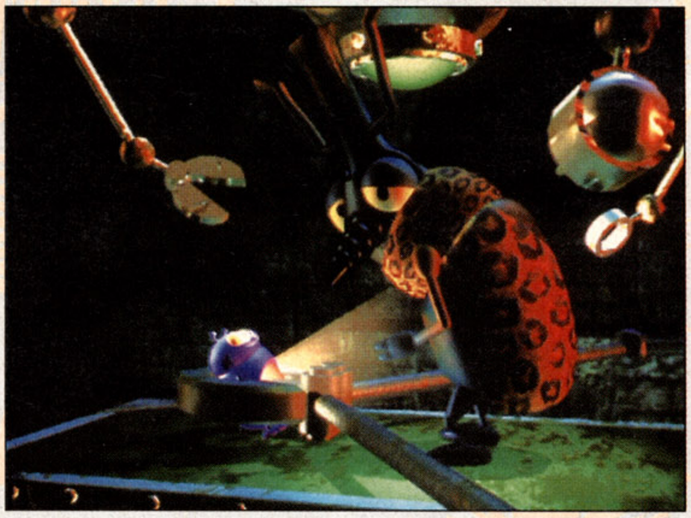
Sega of America has signed an agreement to let **Tiger Electronics** manufacture, market, and distribute the **Sega Toys** line. These products include Pocket Arcade games and PODS ("ProNews," October 1994). This arrangement doesn't include Sega's electronic-learning aids, Pico and Wonderbook (a portable version of Pico).

Sega's Pocket Arcade games and PODS (shown) join similar products at Tiger.

Silicon Graphics Shops for Software

First, Microsoft purchased SoftImage, the computer graphics software powerhouse, last year. Now another major merger is in the works – one that would bring a pair of computer graphics forces, **Alias** and **Wavefront**, under **Silicon Graphics'** (SGI) umbrella.

SGI's purchase of the two companies at a reported price tag of $500 million will give the hardware manufacturer substantial strength in the software field. Software by Alias and Wavefront was used to create special effects in such movies as *Jurassic Park*, *The Mask*, and *Stargate*, as well as in last year's SNES hit, Donkey Kong Country. After the deal is completed this summer, the resulting digital-imaging company will be located in Toronto, where Alias is currently located.



Wavefront and its award-winning graphics, which appear in this scene from "Insektors," will soon be part of Silicon Graphics' family.

Scooby-Doo, Where Are You?

On the negative side of the news, major layoffs have hit **Sunsoft**, makers of such games as Aero the Acro•Bat, The Death and Return of Superman, and many Warner Bros. cartoon titles. The layoffs affected most of Sunsoft's staff in Cypress, California. Also, many pending games, such as Scooby-Doo Mystery, have been canceled or are being negotiated for sale to other companies. Sunsoft's remaining unpublished games, including Justice League Task Force, are on hold until it determines whether they can be marketed.

According to a Sunsoft spokesperson, you haven't heard the last from Sunsoft. The remaining staffers, mostly high-level executives, are assessing what platforms the company should develop for in the future; Sunsoft's Japanese counterparts have already released a version of Myst for the Saturn.

Not even Superman could rescue Sunsoft.

32X Update

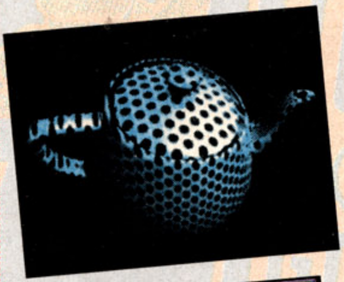
The trickle of **32X** titles, now totaling about a dozen, might be slowing even further. The industry buzz is that the Genesis add-on might have had its window of opportunity closed by a slow market and the inclination among consumers to wait for the next wave of game machines like the Saturn and PlayStation. Major publishers, such as Capcom and Konami, have already killed existing 32X projects so they could leap directly into developing games for the upcoming systems. What this does for Sega's planned Neptune system, a Genesis and 32X combined into one unit, isn't definite.

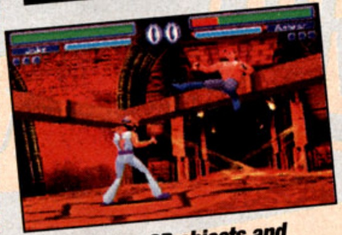
Will Virtua Racing Deluxe on the 32X be one of the few or one of the many?

3D Graphics Help

Argonaut Technologies has created a real-time 3D rendering package that will make designing 3D games and virtual-reality applications easier. **BRender** is a small piece of programming code that works with the developer's programming to speed up and enhance the creation of the 3D environment. It provides developers with unlimited cameras and light sources, as well as clean texture mapping for realistic-looking objects and scenes.

BRender is currently available for IBM-type PCs but will soon be available for the Macintosh and game platforms like 32X, PlayStation, Saturn, and Ultra 64. The first game to use BRender is GTE Interactive's FX Fighter for the PC and SNES, both due out in the second quarter of this year. The growing list of companies that have licensed BRender include Microsoft, Rocket Science, Disney Interactive, Wavefront, and Time Warner Interactive. Argonaut Technologies is a subsidiary of Argonaut Software, makers of StarFox and Nintendo's SFX chip.



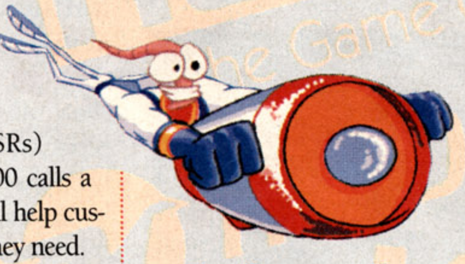


Manipulating 3D objects and scenes in real time, BRender will debut in GTE's FX Fighter.

Nintendo Changes Service

If you call **Nintendo** for help, you'll notice a difference in how the service works. Nintendo has expanded its phone services to include a 24-hour, automated message line; a pay-per-minute 900 number for game counseling; and the continuing operation of its 800 number for product questions. According to Nintendo, its 430 game play counselors (GPCs) and consumer service representatives (CSRs) handle nearly 120,000 calls a week; this change will help customers get the help they need.

Nintendo's previous counseling line (206/885-7529) is now an automated game-help line with menus that gamers can navigate through via their touch-tone phone. A new number, 900/288-0707, has been established for talking to GPCs, with the surcharge of 95¢ per minute; Canadian gamers can get similar service at 900/451-4400 for $1.25 per minute. Nintendo's toll-free number, 800/255-3700, enables you to talk to a CSR about the company's product line, get help hooking up your Nintendo system, and inquire about product-service information.



Earthworm Jim Winner Crowned

The **Sega Channel** hosted an exclusive contest, **"The Great Earthworm Jim Race,"** in January, allowing its subscribers to compete against each other to find a secret room embedded in

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NES	Super NES	Genesis	Sega CD
1. Kirby's Adventure	1. NBA Jam Tournament Edition	1. NBA Jam Tournament Edition	1. Myst
2. Mega Man 6	2. Donkey Kong Country	2. World Series Baseball '95	2. Fahrenheit
3. Mario Is Missing!	3. Star Trek: Deep Space Nine	3. NBA Action '95	3. Midnight Raiders
4. TMNT: Tournament Fighters	4. Spider-Man	4. Road Rash 3	4. Supreme Warrior
5. Super Mario Brothers 3	5. Kirby's Avalanche	5. Toughman Contest	5. Corpse Killer
6. Monopoly	6. Kirby's Dream Course	6. Spider-Man	6. Slam City with Scottie Pippen
7. The Ren and Stimpy Show	7. Mega Man X2	7. X-Men 2	7. NBA Jam Tournament Edition
8. The Jungle Book	8. Rap Jam, Vol. 1	8. NHL All-Star Hockey	8. Masked Rider
9. Mario's Time Machine	9. Stargate	9. Desert Demolition	9. Links
10. Wario's Woods	10. True Lies	10. TNN Bass Tournament	10. Rebel Assault

a custom version of Earthworm Jim. The first 200 subscribers to reach the room received a code along with a toll-free number to call.

The contest winner, Vince Salvi of Pittsburgh, Pennsylvania, who completed the game in under 40 minutes, walks away with an all-expenses-paid trip for two to Los Angeles to meet the team that created EWJ at Shiny Entertainment.

No one got a head start on "The Great Earthworm Jim Race" on the Sega Channel.

Promotion Boasts Bucks

If you hurry, you can get in on **Nintendo**'s national promotion, **Banana Bucks**. If you purchase Donkey Kong Country, Donkey Kong Country Super NES Set, Donkey Kong on Game Boy, the new Super Game Boy package, or a new Game Boy Play It Loud Series hardware before April 30, you'll get Banana Bucks coupons. The coupons can be turned in for Donkey Kong merchandise, such as the "DK Jamz" music CD, a Diddy Kong hat, or a Donkey Kong Country cotton jacket.

Jim Worms onto TV

This fall, the **WB Television Network** will add a certain heroic worm to its ranks – **Earthworm Jim**. The animated show will be one segment in a block of children's programming called *Kids' WB* that will be shown on Saturday morning and one hour Monday through Friday.

Earthworm Jim joins a new series called *Sylvester & Tweety Mysteries*, new episodes of *Steven Spielberg Presents Animaniacs, Steven Spielberg Presents Pinky & The Brain*, and *Steven Spielberg Presents Freakazoid!*

Contest Winners

We received thousands of entries to the **"Let's Go Ape Spit With Donkey Kong" contest** (December 1994). Here are the winners:

Grand Prize

(winner receives a trip for two to Nintendo of America's headquarters near Seattle, WA)

Justin Kline, St Charles, IL

Second Prize

(Ten winners receive a Nintendo of America game of their choice.)

Theodore Chin, Pompano Beach, FL; Billy Ciszkowski, Bayonne, NJ; Aaron Ferrecchia, Marlboro MA; Maita Garrido, Alameda, CA; Jared Gillett, Magna, UT; Marshall Gilmore, Gretna, LA; David P. Kraft, Rio Linda, CA; Roy Martin, Knoxville, IA; Robert M. Savillo, Burke, VA; Melaney Ward, Severna Park, MD

Third Prize

(Twenty winners receive a copy of the *Donkey Kong Country Strategy Guide*.)

David Blanco, Brownsville, TX; John David Briggs, Provo, UT; Jeffrey Buchman, Harrison Twp. MI; Drew J. Como, Elmont, NY; Curtis Dixon, Lemon Grove, CA; John Fenton, Bomoseen, VT; Seth Fluharty, Wintersville, OH; Carole Foster, Hamilton, OH; Jeff Gardiner, Ogden, UT; George Hoffman, Bartonville, IL; Robert J. Hogan III, Moline, IL; Michael Hund, Beaverton, MI; Evan Jones, Spingboro, OH; David Kopke, Dix Hills, NY; Meghan Numrich, Latham, NY; Julie Phillipson, Lakewood, CO; Brandon Sanford, Silverton, OR; Drew Willcoxon, Conyers, GA; John Yackabonis, Slatington, PA; Mark Zlotnick, Liverpool, NY

At the Deadline

Well ahead of the projected release date, **Atari** and **Williams Entertainment** jointly announced that **Mortal Kombat III**, the next installment in the popular fighting-game series, will make its way to the Atari Jaguar. According to the companies, the game will feature true-color graphics and the arcade version's sounds and action. Look for the Jaguar MK III to make its appearance in the second quarter of 1996.

Interplay has joined the ranks of such game companies as Sega, Sony, and Time Warner Interactive with its own **World Wide Web** page on the Internet (see "Surf's Up! Video Game Companies Online" in this issue). The site contains information on new Interplay products, demos of new games, breaking news, and contests. Interplay's home page address is http://www.interplay.com.

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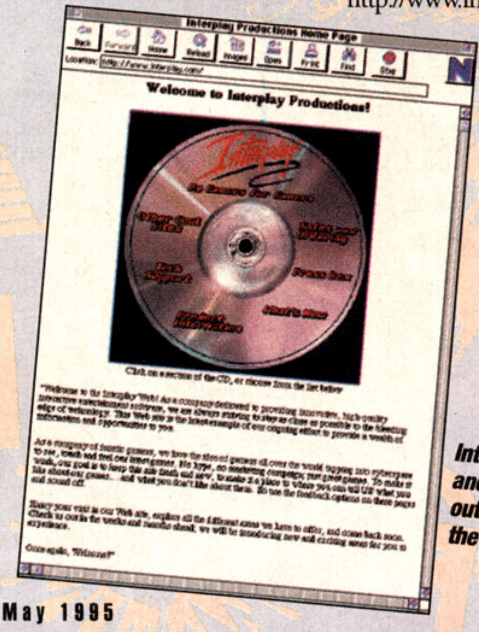
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1st Prizes (25):
Road Rash 3 for Sega Genesis or Road Rash for Sega CD (winner chooses).

2nd Prizes (25):
One year subscription to GamePro magazine.

All entries must be postmarked by May 8, 1995. The winning entry form will be drawn on or about May 15, 1995. Winner will be notified by mail or phone. Contest void where prohibited.

* NO PURCHASE NECESSARY TO ENTER SWEEPSTAKES. See entry form for complete details and rules. If there is not a Best Buy store in your area, you can receive an entry form and rules by sending a self-addressed stamped envelope to: Road Rash 3 Sweepstakes, 1450 Fashion Island Blvd., San Mateo, CA 94404.

** If Grand Prize winner is under 18, Grand Prize winner must be accompanied by a parent or legal guardian.

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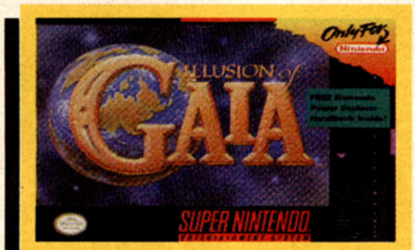
1 GP 5/95



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GENESIS
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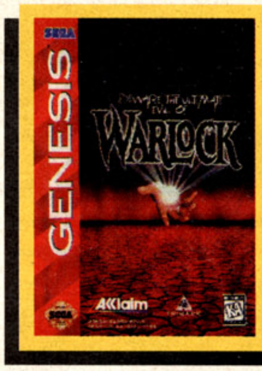

'WARLOCK' Based on the spellbinding cult hit movies, gamers challenge a powerful Warlock that wants to unravel creation. Superb graphics, haunting sound effects and an abundance of magical spells make this game a hit. **$52**

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WEAPONLORD' Weaponlord features seven barbarians, each battling to be the ultimate bad guy. All of them are bigger than you've ever seen in a 16 bit fighting game. fight with swords and axes, everything to get your blood flowing. **SNES $59 GENESIS $58**

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'GENESIS 32X SYSTEM' Genesis 32X will turn your existing Genesis & Sega CD into state-of-the-art machines! Features crisper & smoother video footage that have never been seen at home. **$99**

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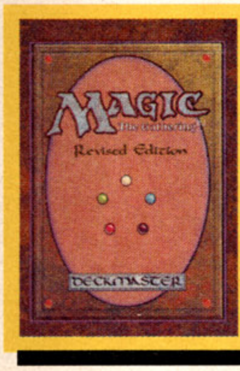

'MAGIC THE GATHERING STARTER DECK' is the first in the DECK-MASTER series of collectable trading card games from Wizards of the Coast. Featuring more than 300 different cards, this is a fantasy game of epic proportions. **$8**

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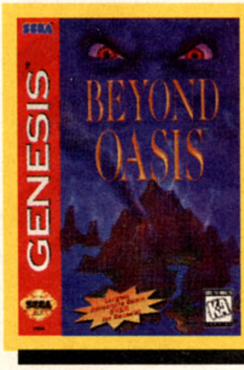

'BEYOND OASIS' On the mystical island of Oasis, Prince Ali embarks on a crusade against evil. The warrior prince must unleash the powers of the four wild spirits to stop the resurrection of a ruthless sorcerer and save the empire. 24 MEG, one player game. **$68**

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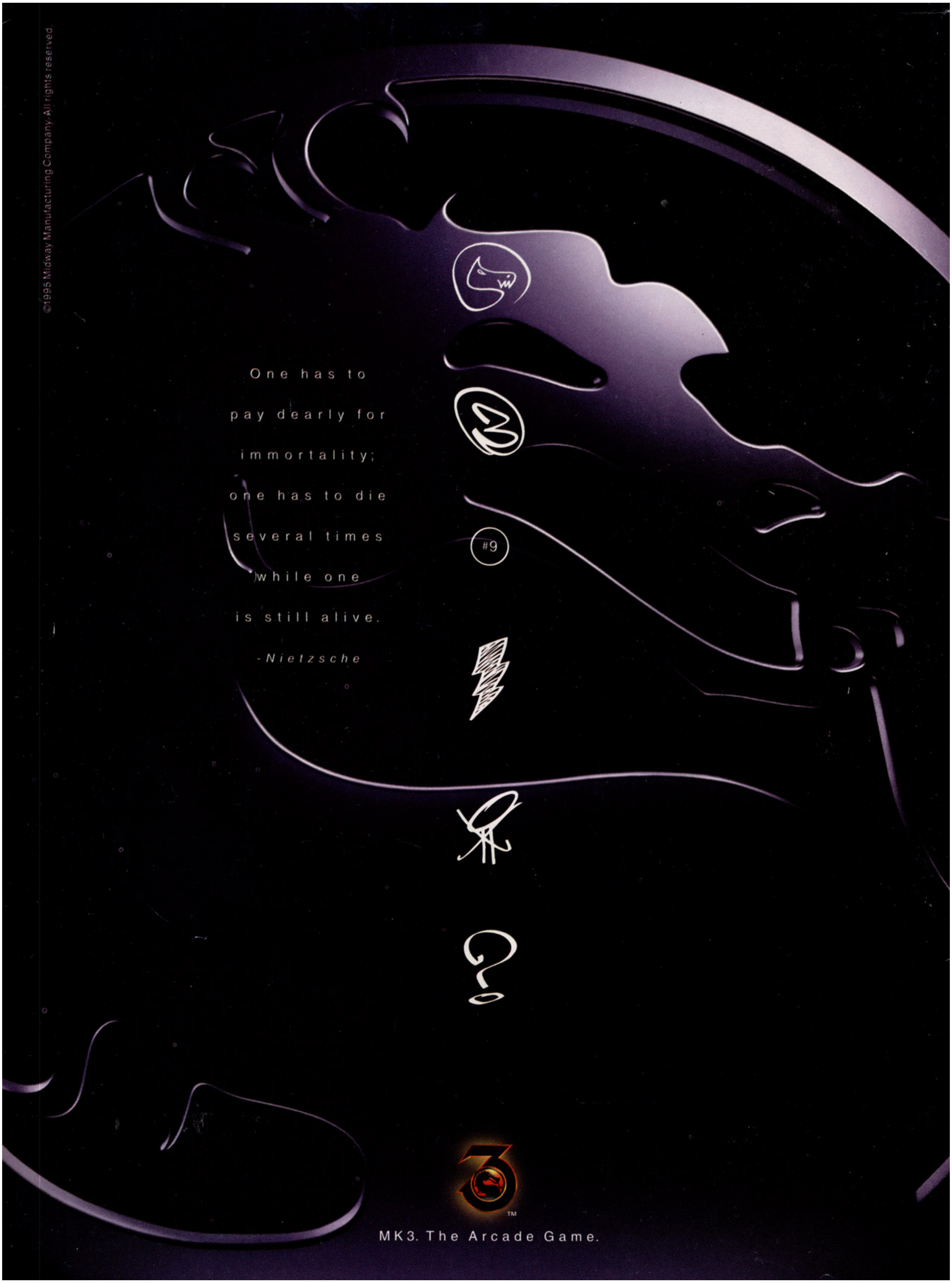
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pay dearly for
immortality;
one has to die
several times
while one
is still alive.
-Nietzsche
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